THE ONE

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Incorporating all the best of ACE August 1992 £3.50 DM 19 Lire 11,500 Printed in the UK

BRITAIN'S BIGGEST & BEST AMIGA GAMES MAG

The Sequel Of The Century Revealed!

INTERGALACTIC EXCLUSIVE!

ELITE 2

If you can read this, your disk is missing. Ask the newsagent.

If you can read this, your disk is missing. Ask the newsagent.

URIDIUM 2 DIARY INSIDE

RED ZONE

Get Your Knee Down!

NIGEL MANSELL

The Fastest Road Routine Ever!

TIPS!

Sensible Soccer, Addams Family, Fire & Ice, Monkey Island 2 & More!

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ARE YOU READY FOR A

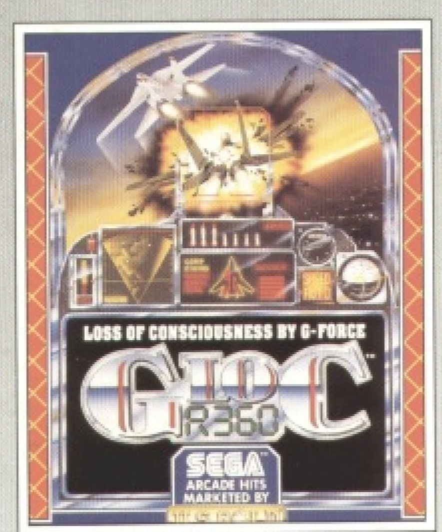
The Godfather™
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... SERIOUS EXPERIENCE!



cont





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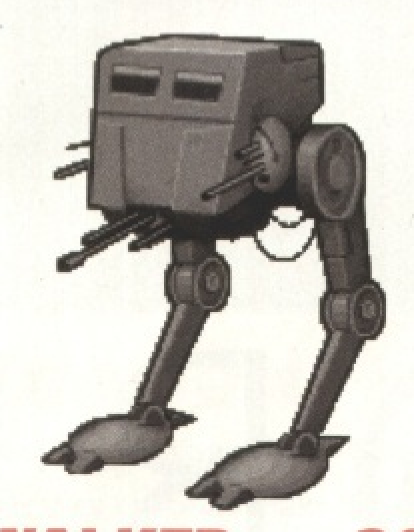
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GAMES FEATURED IN THIS ISSUE

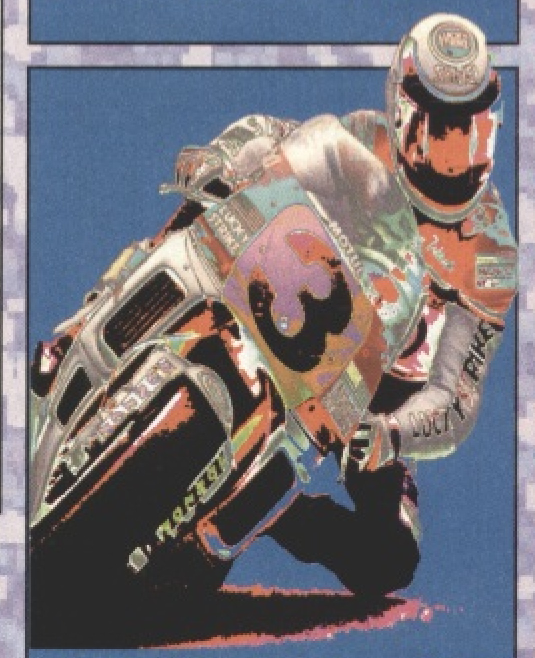


WALKER.......36

DMA Design (those people who brought you Lemmings, don't you know) have been beavering away on their latest creation, Walker (based on the AT-ST from out of Return of the Jedi don't you know) and we've been asking them all about it (on page 36 - don't you know anything?!)

KILLZONE .. In The Middle

Har har! Beware software publishers! Your puny games are no match for Kommander Killzone and his battalion of games stormtroopers! Dedicated to the liberation of gamers imprisoned in tricky levels everywhere, K.K. is a new kind of hero for Britain,



RED ZONE ...76

Neeeeeeeeeeeooooooooooow! Psygnosis take a break from side -on scrollers to produce a 3D bike racer with helmetfuls of playability.

101 PREVIEWS

A bit like Things to Come, except a hundred times better, and without all the poncey language.

105 GAMES INDEX

A nightmare of research and retyping, just to help your games purchasing decisions. And what thanks do we get? None. I ask you.



NIGEL MANSELL'S WORLD CHAMPIONSHIP 30

First time programmer in really important game shock! We talk to Damian Hibbard, Gremlin newboy and man behind Mansell.

BOOT SECTOR!

disk A

TRODDLERS



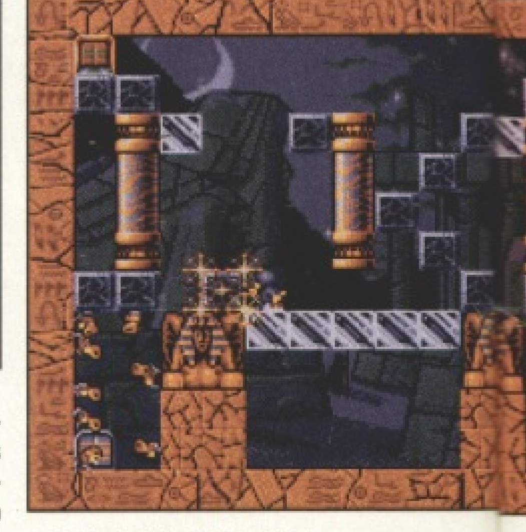
Storm don't release a heck of a lot of stuff but when they do you can bet your bottom it'll be a doozy. Troddlers, we're pleased to say, looks set to carry on that honourable tradition.

The plot goes something like this: Hokus and Pokus are two cutesy little apprentices to the wizard Divinius who unfortunately are a little lacking in the brain department. While cleaning out the sorceror's store cupboard one day, Hokus and Pokus come across a box labelled 'WARNING! Instant Magical Troddlers. DO NOT TOUCH!'. Thinking that they could use a little help with the cleaning Hokus and Pokus eagerly open the box....

There's a sudden boom, then hundreds of baby Troddlers flood out of the box and into the room. As if gifted with some uncanny homing ability, the Troddlers make for a nearby teleport door (you know what these wizard's castles are like) and disappear. Just as the last Troddler is diving into the magical portal, Divinius bursts into the room. He's madder than Hell - teleporting can cause Troddlers to turn into deadly Zombies! With some gentle encouragement from his boot, Divinius sends Hokus and Pokus through the teleport door with orders to round them all up and bring them back again...

Without wishing to start legal ructions, it has to be said that Troddlers is very 'Lemmings-y'. Certainly there's no difference at all in the basic aim - guide your Lemm - sorry! - Troddlers to the EXIT doorway, keeping as many alive as possible. However, you'll discover that it's quite a different game to Lemmings to play although just as addictive, if not more so!

This excellent demo boasts six levels of increasingly brain-teasing action and will show you many of the wonders of the Troddlers' world. The final game will boast over 160 (!) levels along with a simultaneous two-player option where you and a friend can either co-operate or compete to rescue the tiddly Troddlers!



INSTRUCTIONS
GETTING STARTED

Select the Troddlers demo from the disk menu. Once loaded you can sit back and watch a demo level played out for you by the computer. If you don't fancy that then hit ESCAPE to get into the demo proper. If you've played the demo before and want to skip some of the early levels, then tap F1 to bring up the passcode screen. A passcode is given to you on the information screen that pops up before each new level. This screen also tells you other information about the level to be played, such as number of Troddlers that must be rescued or any special conditions that must be met or enemies to be avoided.



Zowieee! Removing those disks from the cover of the magazine was probably a rather painful experience, as they're full of such ball-bustingly good software. But don't despair if you're now feeling slightly chafed, as the quality and excellence of the contents will send you into a virtual trance of happiness.

LOADING YOUR DISKS

Want to load your disks? Easy. In fact, it's so easy that the only way we could make it any easier is by coming round to your house and loading the disks for you. But, being the top international mega-stars that we are, we'd never dream of stooping so low so you'd better listen up and pay attention to the following instructions:

(1) Select the disk - either Disk A or Disk B - you'd like to look at. This is probably the trickiest part of the whole deal because they're both so damn good.

(2) Insert the disk in the drive slot on your Amiga.

(3) Turn on your Amiga.

(4) A menu bearing something similar to The One's logo will appear. Select the game or demo you wish to play by pressing the appropriate function key. There may be a small delay between the game loading and something appearing on the screen. Don't worry, your computer hasn't blown a gasket - there's just some heavy-duty decompaction going on.

(5) There is no fifth point. See? We said it was easy.

CONTROLLING HOKUS

During the game use the joystick to move Hokus left and right and push UP to make him jump. You can steer Hokus in the air by moving the stick.

STAIRWAY TO HEAVEN

The aim of the game is to build a pathway for the Troddlers so that they can reach the EXIT door safely. To help him do this Hokus is blessed with the magical ability to create or demolish blocks. To do this, make Hokus stand still and hold down FIRE. Now push the joystick in any direction. A crosshair will appear. If the crosshair is floating in empty space then releasing FIRE will cause a block to appear. If the crosshair is over a block then releasing FIRE will cause the block already there to disappear. It sounds a bit complicated but it's a lot easier in practice than it is in theory.

AND THERE'S MORE...

On your travels you'll find lots of juicy fruit bonuses, meet lots of weird creatures and encounter lots of strange obstacles, but it's probably more fun for you to discover them and how to deal with them yourself. Two words of warning, though: beware the deadly Zombie Troddlers because they'll drain your energy (they can be killed - but how?) and don't let differently-coloured Troddlers meet because they'll explode if they do!

CALIFORNIA GAMES 2





If you've ever fancied trying hang-gliding but don't fancy the thought of being dashed to death on some jagged rocks at the bottom of a 400ft-high cliff, then this may just be the demo you've been waiting for.

Hang-gliding has been taken from US Gold's imminent California Games 2, sequel to the classic Epyx hit. It's just one of the five events in the full game - as well as hang-gliding you can practice alone or compete with your friends at jetsurfing, bodyboarding, snowboarding and skateboarding. They're all great fun so if you're searching for some summer sporting activity that means you don't actually have to get off your lardy butt (good news for Whits) then look no further.

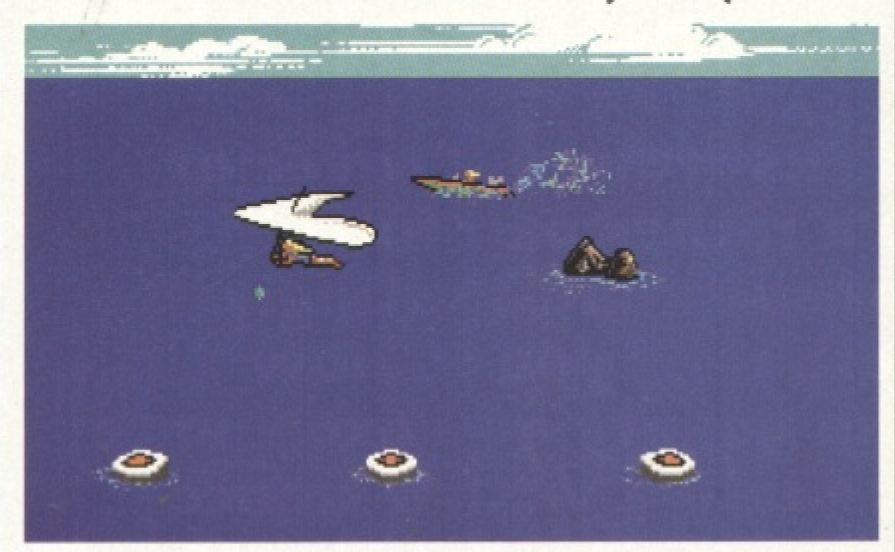
Unlike most other games, there's no 'end' as such. The fun comes from learning how to fly the hang-glider well, using the thermal air currents to climb or descend, speed up or slow down, performing stunts and bombing the targets bobbing up and down in the water below. Everything you do well earns you points, especially landing safely back on the cliff you launched off from! Try playing against your friends!

INSTRUCTIONS

GETTING STARTED

Select the California Games 2 demo from the disk. Hit the joystick's FIRE button to get through the title screen. Eventually a menu screen, showing five beach dudes standing around an old VW 'Beetle', will appear. Use the joystick to move the seagull cursor around. Move it on to the 'DOS HIGHWAY' sign and hit FIRE and you'll exit the demo so don't do that.

CALIFORNIA GAMES 2 (cont)



PRACTICE

Move the seagull onto the girl with the hang-glider and hit FIRE to start practising. There'll be a bit of disk loading then you'll be presented with a picture of the girl standing poised on the edge of a cliff. Hit FIRE to launch her into the void. (Hint: Watch the wind sock and wait for a good onshore breeze.)

FLYING THE GLIDER

Once in the air, control the hang-glider using the following joystick controls:

LEFT
- Turns the glider around if flying right. Levels the glider out if flying left.

RIGHT
- Turns the glider around if flying left. Levels the glider out if flying right.

UP
- Makes the glider climb. Be careful you don't stall!

DOWN
- Makes the glider dive.

FIRE
- Launches a water ballon. The higher up you launch the ballon the more points you'll score if you hit a target.

PERFORMING STUNTS

To perform a 540° turn, go into a turn and hit FIRE (if you time it right you won't lose a water balloon). To swoop, push UP until you stall at high altitude. Allow the stall to take you into a steep dive, build up speed then pull out by pushing UP at the last moment. To loop, perform a swoop as before, then push UP and LEFT or RIGHT to go into the loop. Remember: You have just two minutes to perform all your stunts before you have to head back to terra firma. (Hint: Practice, practice, practice!)

COMPETING WITH YOUR MATES

Return to the main menu and move the seagull on to the 'ENTER COMPETITION' sign and hit FIRE. A scoreboard will appear. Type in each competitor's name and hit RETURN after each entry. When you've finished entering everybody's name keep tapping RETURN - eventually you'll return to the main menu. Move the seagull onto the hang-glider girl and hit FIRE to highlight the event. Move the seagull onto the 'DONE' sign and hit FIRE. Now - get 'gliding!

disk

B

* Requires original EPIC to run.

EPIC MISSIONS

UNITED FEDERATION WAR COMPUTER

OBJECTIVE TWO

PROCEED DIRECTLY TOWARDS THE PLANET AND ATTACK THE TWO PRIMARY TARGETS..........

1. THE DID RESEARCH LABS
2. THE ONE CENTRAL COMMAND

BOTH TARGETS HAVE HEAVY DEFENCE SHIELDS



So you think you're hard and clever because you've defeated the Rexxon Empire? Well, you ain't seen nothing yet! Get ready for the biggest fight of your life with these two EXCLUSIVE missions for Ocean's EPIC (in every sense of the word) space extravaganza, courtesy of those great guys at Digital Image Design.

The missions featured here are a sort of prequel to the events in EPIC. A Rexxon fleet has attacked the outer Federation colony DIDY ALPHA ONE. Seeing this as a perfect opportunity to test out the EPIC ship before the trek to Ulysses VII, the Federation bosses send you and your ship into the battlezone to sort things out.

In the first mission, you have to fly to DIDY ALPHA ONE. Only one thing stands in your way: a massive - and we mean massive! - Rexxon fleet. Literally hundreds of Rexxon ships both big and small are just itching to fill you full of plasma. (DID reckon this space battle is bigger than any in the original EPIC game - you have been warned!)

Having inflicted heavy losses on the Rexxon's in space, the second mission take you down onto the planet itself to wreak more havoc. Here you have to destroy two major Rexxon installations: the DID Research Labs and The One Central



Command. Several factors conspire to make this tougher than it might be, i.e. there are hundreds of enemy ships flying around, each installation is protected by a shield generator and, worst of all, the Rexxon's are jamming your radar meaning you have no planet map to guide you!

This has to be the ultimate test for the cocky EPIC starpilot. Are your flying skills up to the mark? Load up the missions and find out...

INSTRUCTIONS

GETTING STARTED

Select EPIC missions from the disk menu. After a brief wait the game's credits will appear, followed by the mission briefings. As you'll see, the mission briefings are rather more impressive than in the original EPIC game. DID plan to use this sort of front end in the forthcoming full mission disks so remember where you saw it first. If you want to skip the briefings and get into the game then tap the left mouse button.

Following the briefings and message will pop up asking you to insert your original EPIC game disk. Do as instructed to let battle commence! All control is as in the original game, although the keypad ENTER cheat has been disabled to make things tougher for you. Notice that you've been given a full complement of weapons to help you survive. You'll need them all, believe me!

OBJECTIVE ONE

Blast the Rexxons, basically! Destroy as many ships as you can. When the '% COMPLETE' indicator reaches 100% you'll fly down to the planet.

OBJECTIVE TWO

Blast the Rexxons again! Locate the two major Rexxon installations and destroy them - you can't finish the mission without doing so. Take out anything else meaty looking you come across. Achieve 100% COMPLETE to fly home to victory!

WIZZY'S QUEST

A wizard and his apprentice are exploring a dragon's lair in search of the King's daughter who has been kidnapped by the foul fire-breathing lizard. The wizard, who is a bit of an absent-minded fool, spends all his time wandering back and forth, his head buried in a big spellbook. He'll unknowingly walk into all sorts of trouble, so it's up to his apprentice, played by you, to protect him from the dragon's minions and guide him to the door to the next room and, eventually, a titanic confrontation with the dragon itself.

Wizzy's Quest plays like a simplified Troddlers, so if you enjoyed that demo you'll enjoy this game too. As with Troddlers, the apprentice's magic is limited to the building and destruction of stone blocks. The apprentice can also try to pick up gems for bonus points. Wizzy's Quest boasts fifty levels, so there's plenty to get your teeth into. Enjoy!

INSTRUCTIONS
GETTING STARTED

Select Wizzy's Quest from the disk menu. After a lengthy session of loading some game credits should appear then, after a bit of a wait, the game's title screen. Double click on the PLAY icon with the mouse pointer to get into the game.

An animated intro will appear explaining Wizzy's Quest's plot. Hold down FIRE on the joystick to speed it up and get to the game's menu screen more quickly. Select PLAY from the menu to get going.

If you want to enter a passcode given earlier select OPEN SECRET DOOR! from the menu, type it in and press RETURN



when you've finished. Now select PLAY from the menu.

PROTECTING THE WIZ

Move the apprentice left and right with the joystick and push UP to make him jump. To build a block press and hold down FIRE then move the joystick in any direction. If you try to build a block over another block the block already there will disappear.

Using this magical ability, guide the Wizard to the door. If possible, try to collect the gems for points and the scrolls for hints. Every five levels you'll be awarded with a passcode, so write it down and keep it safe!

If you get stuck then hit ESCAPE to restart the screen. However, this will cost you one of your three lives so use this function wisely! The game ends if you lose all three lives.

THIS DISK IS FAULTY!

Problems? Disk won't work? Then pop it in a padded envelope along with an SAE to the value of 28p and send it to:
The One Coverdisk Returns,
PC Wise,
Unit 3, Merthyr Industrial Park,
Pentrebach,
Merthyr Tydfil,
Mid Glamorgan CF48 4DR.
If you think your problem could be sorted out by a quick tinkle on the jellybone, then call the PC Wise Helpline on (0443) 693233 between 10:30 a.m. and 12:30 p.m. week days.

DUEL

Super and simple, Duel is a two-player Battlezone clone. Set on a vast plain strewn with blocks and boulders, two futuristic armoured tanks do battle. Only one can survive. Will it be you?

INSTRUCTIONS
GETTING STARTED

Select Duel from the disk menu. Once loaded, you'll be shown the title screen. Not that it features a scorecard to show who's winning more battles. You can erase these scores by using the joystick to highlight the RESET panel and hitting FIRE. To start rucking, highlight the BEGIN panel and hit FIRE.

CONTROLLING YOUR TANK

Duel is a strictly two-player-only game, so you'll need two joysticks, one in each joystick port. To move about, do the following:

UP
- Accelerate.

DOWN
- Decelerate.

* 1Mb only.



LEFT/RIGHT
- Rotate the tank.

FIRE
- Fire.

The scale to the left of the player's window indicates velocity. If the bar is positioned right in the middle of the scale then the tank will be stationary. If the bar's higher than this then the tank's going forwards, lower it's going backwards.

The scale in the middle of the player's window indicates the speed of rotation left or right. Obviously, if the bar is in the middle of the scale then the tank is not rotating at all.

The scale to the right of the player's window indicates the damage sustainable by the tank. If the scale dwindles to zero then the tank is destroyed.

MATCH PATCH

Like Battlements last month, Match Patch is one of those games that looks rather unappealing but conceals immense playability beneath its hideous surface.

Our hero is Patch, a little yellow blobby guy. Guided by you, Patch has to jump around the platforms, zapping the various bad guys. The twist in this rather simple tale is that the baddies come in various flavours, each of which is only vulnerable to one special weapon. Patch can change weapons by dropping through the different holes in the floor and discover by trial and error which weapon kills what.

The catch here is that if Patch hits a baddy with the wrong weapon then it'll mutate into another monster type! The baddies also mutate if they drop through those holes in the floor mentioned earlier. Clear the screen of creeps and Patch can move on to the next level. In addition there are various bonuses, both good and bad, to be picked up.

And that's Match Patch. It's playable, it's addictive and it's fun, fun, fun!

INSTRUCTIONS
GETTING STARTED

Select Match Patch from the disk menu. Once loaded, hit FIRE to start the game. Move Patch left and right with the joystick and push UP to make him (?) jump. Tap FIRE to make Patch launch a missile in the direction he' facing (the weapon currently held



is shown by an indicator at the top-left of the screen). Make Patch drop through the holes in the bottom of the floor to change weapon.

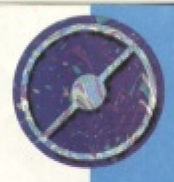
Bonuses appear randomly from time to time and they can be picked up by simply touching them. Watch the title screen for a while to find out what each bonus does. Be warned now that some of them are deadly! Also, pay attention to the big timer - if you haven't killed all the on-screen baddies by the time it reaches zero then Patch will lose a life.

THANKS!

Match Patch, Wizzy's Quest and Duel are PD games and were supplied by: Fortiss PD, P.O. Box 2, Earl Shilton, Leicester LE9 8LU.

THE SMALL PRINT

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2. The One and its retailers are not liable for any unnotified change to the contents of the coverdisks which may occur.



GAMESMASTER GOES LIVE



Channel 4's top-rated computer games show Gamesmaster has joined forces with The One's publishers EMAP to stage a special live show at the end of the year that promises to be bigger than any computer event ever organised.

Entitled Gamesmaster Live, it's a massive games expo to be staged at the Birmingham NEC between the 4th and 6th of December. Based along similar lines to the European Computer Entertainment Show of two years ago, Gamesmaster Live will be attended by all the top names in the games business who will be showing off their wares for Christmas and 1993. Essentially it's a multi-format show, though the Amiga is to be featured strongly, and there are a number of glamorous TV-style events planned. Not least of these is a life-size reconstruction of the Gamesmaster studio, where show visitors will be able to take part in games challenges compered by show host Dominik Diamond, and have Consoletations with the Gamesmaster himself, Patrick Moore. "A fun day out for all the family" is how EMAP's marketing machine is describing the event, and they should know.

We'll be making more announcements about Gamesmaster Live closer to the event - for the moment, you'll just have to wait and salivate..

Palace bites the dust


Palace's Hostile Breed - just one of the titles left in limbo by the company's collapse.

After almost a decade of publishing and several months of legal wranglings with its parent company, Palace Software finally closed down last month.

The company behind classics like Barbarian, The Shoot'em-up Construction Kit, International 3D Tennis, Cosmic Pirate and countless others over the years has gone into voluntary liquidation, leaving several games stranded mid-development. The most serious of these is Hostile Breed which, though completely finished (and reviewed two issues ago) is now unlikely to be released in the immediate future. Palace's offices and staff, based in central London, have now become the UK arm of French favourites Titus, who have been releasing games through the company for the last few months.

Commenting on the closure, ex-Palace boss and now top Titus man Pete Stone said "The main problem is that everything is in limbo right now. We're very busy with Titus, but projects like Hostile Breed and Super Barbarian will have to find homes - those homes may well turn out to be with Titus, I don't know." According to Stone work is continuing on Super Barbarian, but the shake-up might well mean its release being delayed, perhaps into next year. "Hopefully by the next issue of The One I'll have more definite information on the state of the games," concludes Pete. Let's hope so...


PREMIERE
CORE
1 TON
Première is an eight way scrolling platform adventure played over six levels which are represented as different movie sets.
A young film editor has had his film stolen from his cutting room the night before the film's première. Your task is to search through the six different movie sets ranging from black and white, science fiction and horror levels through to cartoon, western and fantasy sets to retrieve the stolen canisters.
Will you find the stolen film before the Première?
SCREEN SHOTS TAKEN FROM AMIGA VERSION
CORE DESIGN LIMITED
AVAILABLE ON COMMODORE AMIGA (1 MEG ONLY)
VISA
Tradewinds House, 69/71A Ashbourne Road, Derby, DE3 3FS. Telephone (0332) 297797. Facsimile (0332) 381511



CD SPECIAL! CD SPECIAL! CD SPECIAL!

CDTV GETS SERIOUS



Commodore is breathing life into its flagging multimedia machine the CDTV this month with a new range of peripherals that theoretically turn the machine into a sexy black games-playing station.

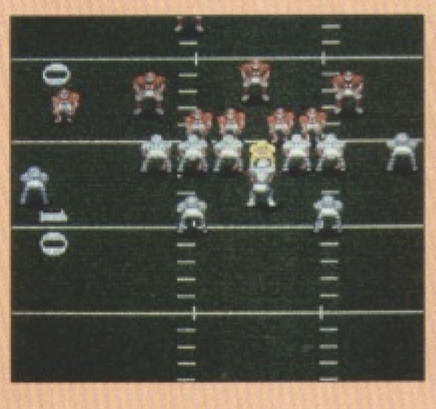
The three new add-ons to be released are 96-key keyboard, a mouse and a floppy disk drive. With everything plugged into the CDTV base unit (which is basically just an Amiga processor running a CD drive), you've got a swish CD Amiga - admittedly it's practically no different to if you had an Amiga with an A570 drive, but at least it looks nicer.

Commodore is releasing the CDTV bundled with all the bits and bobs under the moniker of the Multimedia Home Computer Pack, and is priced at £599.99. For anybody thinking about splashing out on a new Amiga, it mightn't be such a bad idea - it works out cheaper than buying an Amiga and CD drive separately, and looks well hard with its all-black trim. If, however, you've already got a CDTV and want to turn it into a decent Amiga, you can buy the bits separately. The disk-drive is £99.99, and the mouse and keyboard are £49.99 apiece.

You sexy thing - the all-new CDTV bundle is the ultimate fashion accessory for stylish Amiga gamers.

ALL THIS AND SOME GAMES, TOO!

Yes, CDTV and A570 owners are in for a bit of a treat games-wise as well, with a plethora of new titles arriving for those with CD drives over the next few months. Unfortunately, as has become typical of most CD software, a lot of it is that boring "productivity and infotainment" claptrap that nobody is interested in. There are some tasty games on the way, though. Lucasfilm is producing a CD version of Indiana Jones and the Last Crusade for September, but in the meantime here's a tantalising trio to tide you over...





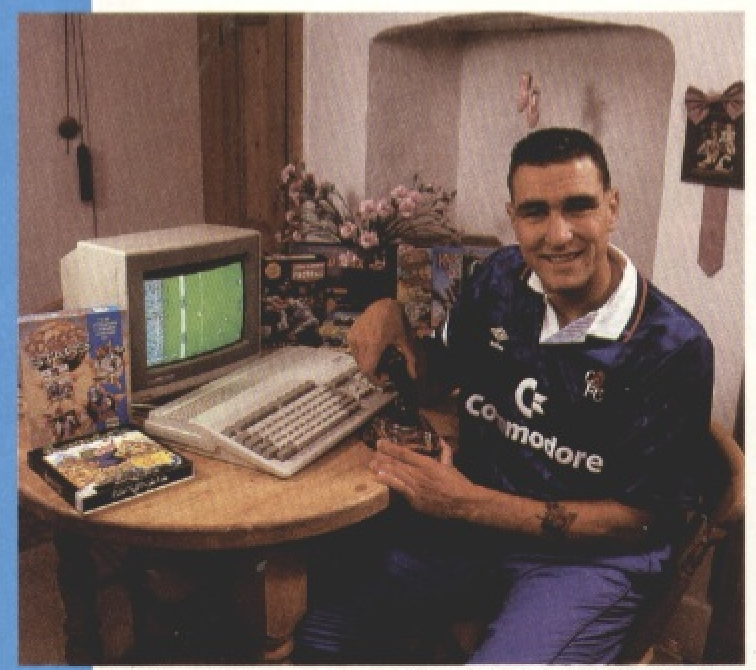
(Above) CDTV Sports Football is, of course, a CD incarnation of the old Cinemaware classic TV Sports Football. Basically, the game and graphics are much the same, although this new version makes use of the CDTV's quarter-screen video capabilities combined with top chromakey techniques to produce some smart live-action sequences that segment the game action. And of course the TV-style presentation has been played right up. Looks nice, doesn't it?



(Above) Amiga veterans will instantly recognise this as Interplay's classic Battle Chess, the game where the pieces come alive and then proceed to attack, maim and kill each other on the chequered board. Basically it's the same game, although now you get a comprehensive animated tutorial to get you off on the right foot. Let battle commence!



(Right) In Sherlock Holmes - Consulting Detective, the CD-owning player gets to step into the shoes of Sir Arthur Conan Doyle's famous sleuth. It's another one featuring live-action full-motion video footage as the player chats to real actors in his travels around 19th Century London. The whole thing has a very Victorian feel, of course, and there are plenty of cases to solve in a game set over four parts. Elementary, eh?



Will wonders never cease? For no apparent reason (other than this rather weak photo opportunity), Commodore decided to introduce top Chelsea midfielder Vinny Jones to the wonders of Amiga gaming by giving him a free A500. As this picture shows, boot boy Vinny is well chuffed with the machine, which he has set up in his kitchen (!) and apparently enjoys playing Kick Off 2 on. Although how he expects to score any goals while he's holding the joystick in such a limp-wristed manner is beyond us.

WIN!

15 Touchdown T-Shirts and Squeezy Footballs!

Amid a cacophony of trumpet-blowing, Entertainment International launches its new budget label Touchdown upon an unsuspecting world. The first two products to hit the streets - Emlyn Hughes International Soccer and Sleeping Gods Lie - are reviewed in this month's budget section, and are to be followed up in later months with other top re-releases like Pipe Mania and Paradroid 90. So, to celebrate this momentous occasion, the lovely guys and dolls at Ent Int have given us some smart prizes to give away. The senders of the first fifteen correct entries will each receive an excellent Touchdown T-shirt and a special green squeezy American football! They're brilliant! All you have to do is answer these three simple questions:

1) What position did Emlyn Hughes play for England?
2) In which year did Pipe Mania originally appear?
3) Who programmed Paradroid 90?

Send your answers on a postcard to Touchdown!, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 21st August, the editor's decision is final and no correspondence will be entered into.

recommen

When you walk into that software shop, the row upon row of enticing shiny boxes can be just too overwhelming for the average punter to handle. So to point you in the right direction, we pick out what we believe to be the six titles currently available to buy that are most deserving of your hard-earned sponds...



MONKEY ISLAND 2 (US Gold)

Lucasfilm's sequel to its tremendously popular The Secret of Monkey Island is bigger, beefier and funnier than the original. Probably the best adventure game on the Amiga to date, it's just a shame that you have to either own a hard drive or juggle eleven disks to play it. Guybrush's quest to find the fabled treasure of Big Whoop and come face-to-face with the resurrected LeChuck is gorgeous to look at, packed to the brim with colourful characters, has laughs by the bucketload and is suitably epic in size. Look out for the chucklesome Lucasfilm in-jokes towards the end. **94%**



SENSIBLE SOCCER (Renegade)

We're getting slightly tired of saying it, but this IS the best football game for the Amiga - and from reading your letters, it seems most of you feel the same way too. It's amazingly playable, got tons of depth, looks and sounds lovely and has bags of laughs in it too. If you haven't bought it already, you really have no excuse. Rectify the matter immediately - it'll be the best 26 quid you ever spent.
93%

LURE OF THE TEMPTRESS (Virgin)

Amiga-owning adventure fans should be dancing on the ceiling, what with this and Monkey Island 2 both out at the same time. This british-made graphic adventure is arguably slicker than Lucasfilm's offering (there's minimal disk-swapping), if not quite as enternaining and sweeping in scale. Chock full of atmosphere and puzzles, the game also boasts what may well be the cleverest computer-controlled characters ever seen. Hardened adventure fans shouldn't have too much trouble completing it - but they'll have a jolly good time while they're at it. **90%**



THE ADDAMS FAMILY (Ocean)

A superb example of how a simple platform game should be done, The Addams Family is an unashamed rip-off of the Nintendo Mario games - but who cares? This is the game to show that whatever a console can do, an Amiga can do just as well - if not better. The game area is huge, making it one of the better-value buys of recent months. It's not good to analyse a game as simple as this too deepy, we'll simply say it's a hell of a lot of fun. And that's why you bought your Amiga in the first place, isn't it? **90%**



RISKY WOODS (Electronic Arts)

It's not often that Spanish developers Dinamic come up with a new game, but when they do it's a real corker. This arcade quality platform blaster is on a par with the likes of Myth - there's certainly enough violent action and impressive explosions to satisfy even the most maniacal of gamers. A word of warning - it's very tough, with the action coming thicker and faster than some unseasoned players may be used to, but veteran blasters will lap up the opportunity to face a REAL challenge for a change. **84%**



...nded



D/GENERATION (Mindscape)
A little similar to the 3D Ultimate classics of yesteryear, D/Generation is a fine quality isometric arcade adventure with puzzle overtones. The atmosphere is gloomy and involving as the player sneaks through the rooms of a laboratory complex that's been overrun by deadly genetic mutants. Certainly one of the better examples of puzzle-solving married with no-nonsense arcade action, D/Generation is the ideal material for whiling away those hot Summer nights. Rough, tough and well worth the effort. **89%**

STRIPTEASERS

...After John Madden Football and last month's story on Desert Strike, Electronic Arts has confirmed that it will definitely be converting another of its Megadrive hits onto the Amiga for Christmas. This time it'll be the ultra-violent motorcycle racing game Road Rash that gets the treatment, although EA is remaining tight-lipped on who is actually doing the conversion job for them...

...Rumour has it that Ocean has acquired yet another big-name movie licence in the form of Jurassic Park. The film, based on Michael Crichton's best-selling novel, is due out next year and tells the story of a genetic research plant based on a remote island where scientists are creating artificial dinosaurs to populate a futuristic theme park. Naturally it all goes wrong chaos ensues as the dinos go on the rampage. The movie's due out next year and is to be directed by Steven Spielberg. Ocean, however, is refusing to confirm or deny the story...

...Digital Integration's re-release budget lable Action 16 has added a new string to its bow. Now, in addition to the Classic and Premier ranges we have the cream of the crop, Supreme. The first title to appear on this high-profile new label is to be Spectrum Holobyte's classic flight sim Falcon - which we advise you to snap up now if you don't already own it. It's a bit good. Out this month, Falcon costs £14.99 - and Mission Disks 1 and 2 will be following the month after at £9.99 apiece...

...System 3 has signed a deal with toy producers Crayola, which means that limited editions of the company's Silly Putty game - due out on Amiga in September - will feature a free sample of Crayola's popular multi-coloured "goo". Bet you can't wait...

PENGUIN/GALLUP CHARTS

Month Ending 27th June 1992

FULL-PRICE TOP 40

TM	LM	Title
1	NE	SENSIBLE SOCCER (Renegade)
2	NE	MONKEY ISLAND 2 (US Gold)
3	1	EPIC (Ocean)
4	NE	STRIKER (Rage)
5	23	JAGUAR XJ220 (Core Design)
6	NE	FIRE & ICE (Renegade)
7	NE	CHAMPIONSHIP MANAGER (Domark)
8	4	FORMULA ONE GRAND PRIX (Microprose)
9	25	EYE OF THE BEHOLDER 2 (US Gold)
10	NE	THE ADDAMS FAMILY (Ocean)
11	6	JOHN BARNES EUROPEAN FOOTBALL (Krisalis)
12	2	THE MANAGER (US Gold)
13	10	JIMMY WHITE'S WHIRLWIND SNOOKER (Virgin)
14	5	PROJECT-X (Team 17)
15	3	JOHN MADDEN AMERICAN FOOTBALL (Electronic Arts)
16	9	SPACE CRUSADE (Gremlin)
17	8	DIZZY'S EXCELLENT ADVENTURES (Codemasters)
18	NE	GRAHAM TAYLOR'S SOCCER CHALLENGE (Krisalis)
19	25	PGA TOUR GOLD PLUS (Electronic Arts)
20	NE	APIDYA (Play Byre)
21	15	BLACK CRYPT (Electronic Arts)
22	40	ROBOCOP 3 (Ocean)
23	36	ALIEN BREED (Team 17)
24	NE	WORLD SERIES CRICKET (Soundware)
25	19	PACIFIC ISLANDS (Empire)
26	14	BIRDS OF PREY (Electronic Arts)
27	26	ROBOCOD (Millennium)
28	29	POPULOUS II (Electronic Arts)
29	16	EASY AMOS (Europress)
30	NE	MYTH (System 3)
31	18	WWF WRESTLEMANIA (Ocean)
32	13	SPECIAL FORCES (Microprose)
33	NE	DIZZY COLLECTION (Codemasters)
34	NE	EUROPEAN FOOTBALL CHAMP (Domark)
35	30	AWARD WINNERS (Empire)
36	NE	LEGEND (Mindscape)
37	12	PINBALL DREAMS (21st Century)
38	11	SIM ANT (Ocean)
39	RE	ARMOURGEDDON (Psygnosis)
40	21	OH NO! MORE LEMMINGS (Psygnosis)

BUDGET TOP 20

TM	LM	Title
1	1	FIRST DIVISION MANAGER (Codemasters)
2	4	JAMES POND (GBH)
3	2	RAINBOW ISLANDS (The Hit Squad)
4	3	F-16 COMBAT PILOT (Action 16)
5	6	MAGIC LAND DIZZY (Codemasters)
6	7	SCOOBY-DOO AND SCRAPPY-DOO (HiTec)
7	9	LOTUS ESPRIT TURBO CHALLENGE (GBH)
8	18	OPERATION THUNDERBOLT (The Hit Squad)
9	NE	WORLD CRICKET (Zeppelin)
10	13	WACKY RACES (HiTec)
11	12	GOLDEN AXE (Tronix)
12	5	MANCHESTER UNITED (GBH)
13	NE	TOYOTA CELICA RALLY (GBH)
14	10	THE NEW ZEALAND STORY (The Hit Squad)
15	RE	BATMAN THE MOVIE (The Hit Squad)
16	RE	LOMBARD RAC RALLY (The Hit Squad)
17	NE	MIDNIGHT RESISTANCE (The Hit Squad)
18	14	ROBOCOP (The Hit Squad)
19	RE	HEAD OVER HEELS (The Hit Squad)
20	19	LITTLE PUFF (Codemasters)

THIS TIME LAST YEAR

1. EYE OF THE BEHOLDER (US Gold)
2. THE SECRET OF MONKEY ISLAND (US Gold)
3. FANTASY WORLD DIZZY (Codemasters)
4. KICK OFF 2 WINNING TACTICS (Anco)
5. PGA TOUR GOLF (Electronic Arts)
6. HERO QUEST (Gremlin)
7. DEFENDER OF THE CROWN (Mirror Image)
8. LOMBARD RAC RALLY (The Hit Squad)
9. F-15 STRIK EAGLE II (Microprose)
10. NORTH AND SOUTH (Action 16)

The One's monthly Amiga games charts are compiled and provided by those fine men and women at Gallup, and are sponsored by Penguin biscuits (scrumptious!). Oh, and they are the copyright of McVities.

There can be no avoiding it - The One's Letters pages just get bigger and better every month. There's nothing we'd like more than to hear what you've got to say for yourself and, to ensure that it happens, we give away no less than £50 worth of software each month to the sender of the best letter. If you've got something to say - be it profound, trivial or just plain silly - we're all ears. So put pen to paper NOW! The address to write to is: Letters, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There's also a FAX line for those who just can't wait to express themselves - the number is 071 972 6703.

500 + 100 = ?

Dear The One,

I read your feature on the new A600 with interest and have a couple of questions to ask:

(1) The new Amiga has no keypad. Does this mean you cannot select external viewpoints on games like F/A-18 Interceptor? And what about selecting a person to substitute on Kick Off without cursor keys?

(2) The Smart Card system. Will there be a new gadget for A500 owners so they can use games that come with a smart card?

Do you know what the news is on Player Manager 2? And never mind Man chester Utd and Arsenal games, what about Leeds Utd? Anyway, I like the new look, but it would be nice if there were more. Letters pages. Anyway, I'm off for another go on the Indiana Jones 4 demo.

Karl Darley,
Malton,
North Yorkshire.

Your point about the numeric pad on the A600 is an interesting one. Hopefully programmers will ensure their future games will allow you to use the normal number keys as well as the numeric pad, but it seems as though new A600 owners will have problems with games like Interceptor, Kick Off and Epic, where some commands can only be accessed from the keypad. Dino Dini is working on Player Manager 2 as you read this, but there's no firm release date as yet. We were going to send you some software for your astute observation, but then you spoilt it all by saying you were a Leeds Utd supporter. We get quite enough of that White Rose claptrap from Team 17's Martyn Brown thank you very much.

SOFTWARE PRIZE LETTER

CONSOLING THOUGHTS?

Dear The One,

I don't want to sound discontented with my Amiga but the thing that really gets on my nerves is having to listen to all my mates go on about how brilliant their consoles are. However, I can usually put up with this as I know that these people are sub-normal brain-dead morons who have no idea of the superior capabilities of the Amiga. I was therefore very disappointed to read in the June edition of your fantastical magnificent magazine (slurp, slurp) how the new A600 has been designed to be a rival to the consoles.

The odd classic platform or shoot-'em-up games, such as James Pond II or Project-X, are great fun but I really would like to see the Amiga pushed as a 'serious games machine' to quote you at The One. This is to say I would like more programmers to follow the lead of Delphine in making games like Another World that expand the frontiers of gaming on the Amiga.

If the day really does come when The One's pages are full of Mario and Sonic clones then I will hang up my joysticks and start looking at PCs. For the time being though I will have to sit back and suffer the jibes of my friends. However, some free software might go some of the way towards healing my misery (Sensible Soccer and Wizkid would be nice - HINT).

Thomas Coveney,
London.

Your fears are understandable, Thomas, but we don't think you've got too much to worry about. The odd console-inspired arcade blaster doesn't do your Amiga any harm and with the machine as flexible as the Amiga is programmers will always see it as the ideal platform for developing groundbreaking titles like Populous and Another World. Though the new A600 may look like a console with a keyboard, we believe that we'll be seeing enough innovative software over the next few years to prove that it's anything but. Stay cool.

NOT SO SMART CARD

Dear The One,

I read your feature on the new Amiga 600 with particular interest, having bought an Amiga 500 just six months ago. Although I cannot see that it is any better than the A500 (except for the hard drive option), the Smart Card feature worries me considerably.

A software company will have to design two versions of a given game: one with a Smart Card and another only on disk for those millions of us who have an A500. So then, can't a pirate just hack into the A500 version of the game and distribute it to A500 and A600 users alike?

One thing Commodore could do is to produce Smart Card drives to fit the A500. This would be extremely unpopular with any A500 user and is like viewing satellite movies where, having already paid a subscription to watch the movie, you then have to fork out an extra wad of cash to buy a decoder.

But this is the only way I can see a Smart Card being successful. However, I doubt whether publishers will produce two versions of the same game or A500 owners will be happy to buy a Smart Card drive. And then you have the other question of "What if a pirate can get into this supposedly secure Smart Card?"...

The upshot of all this is, of course, that publishers won't bother to produce Smart Card games and Commodore will have wasted their time. Sorry, Commodore, but you've got it all wrong.

Matthew Innes,
Darlington,
Co. Durham.

These are only two of a bundle of letters we've received from readers worried about the A600 and the new Smart Card standard. There's very little we can do but wait for the first SC game to arrive and see what happens. But it has to be said, we're not exactly sure about the whole notion either...

KICK OFF 1 SENSISOCCER 0

Dear The One,

While reading last month's review of Sensible Soccer it came to my attention that you all seemed to be giving Kick Off 2 the cold shoulder. I would just like to point out a few minor details.

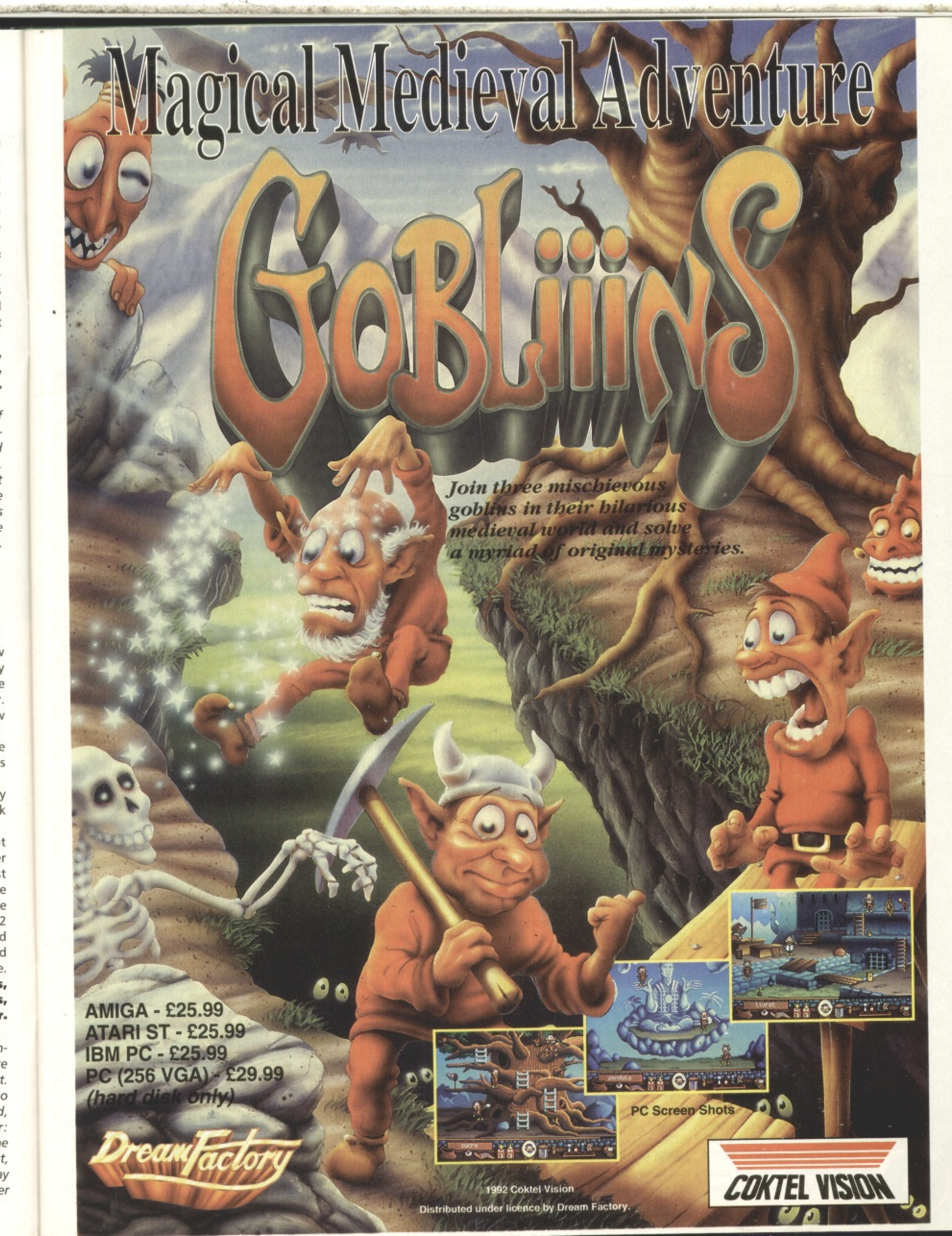
(1) Kick Off 2 is and always will be one of the greatest soccer games out.

(2) Sensible Soccer have probably got most of their ideas from Kick Off 2.

Don't get me wrong, I'm not trying to put Sensible Soccer down. I will go and buy this just for the sake of argument. Sensible Soccer have put Kick Off 2 'The Final Whistle' and Kick Off 2 'Return to Europe' together and they have got International and European club teams in one game.

C.S. Bootes,
South Shields,
Tyne & Wear.

This isn't the first letter on the Sensible Soccer vs Kick Off 2 debate and we're sure it won't be the last. This is an argument that's set to run and run, but for the record, here's our opinion stated clear: Yes, Kick Off 2 WILL always be one of the greatest soccer games but, for sheer fun value, we have to say we've enjoyed playing SensiSoccer


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more. By the way, there's no 'probably' about Sensible Soccer getting most of its ideas from Kick Off 2 - Sensible Software admit that it was a major source of inspiration. And what's wrong with taking a great game and making a better one? And what other football games offer teams made up of the cast of EastEnders and items of Indian food? We rest our case.

RADIO GA-GA

Dear Sir,
Having never felt the need to write to an Amiga magazine before I felt I must air my views on the latest Tips and Adventure Helpline. I am, of course, referring to Radio 1's DJs.

After spending endless late nights playing The Secret of Monkey Island and completing it, I needed something else to while the small hours. Then one day, whilst reading your magazine, I came across news on Monkey Island 2. "Great", I thought, and put aside the money for it straight away.

Then, a few months after the PC version came out, I read a review of it in a PC magazine and it looked better than I had hoped. Realising it would be a few months before the Amiga version would surface, I placed an order for it with a software mail-order company and waited and waited with anticipation.

Then, on Monday 1st of June, Jakki Brambles gave out tips on the air about the completion of Monkey Island 2, even before it was released on the Amiga. I know it's been out on the PC since March, but there surely must be more Amiga owners out there ready to buy it, even more than there are PC owners!

Mr S. Doughty,
Ilkeston,
Derbyshire.

It sounds to us as though Ms Brambles could do with having her wrists slapped. Naughty naughty, giving out tips on air and spoiling it for all those Amiga owners for whom the game wasn't yet available! Perhaps some kind of warning should be given out before the tips, so that people who don't want to hear can switch over to David 'Kid' Jensen or something. We hope it didn't spoil your enjoyment of the game too much.

FALLOUT

Dear The One,
For the past seven months I have cycled through rain and snow to get to our nearest newsagents (1.5 miles away) in order to buy my copy of The One. I think your magazine is definitely the best - top reviews, brilliant layout, comical interviews, etc.

But how come, whenever I get home and open your spectacular masterpiece... the front cover always falls off? You obviously spend a lot of time perfecting your quality reviews, how about getting some quality staples?

D. Hilton,
Newcastle-under-Lyme,
Staffordshire.

Hmm... We have to say, we've never experienced any such problems with our copies of The One here in the office. But then this isn't the only letter we've received on the subject. The only way to resolve the situation is to go 'perfect bound' - glueing the pages together instead of stapling them, like our sister mag CU Amiga. However, this would make it impossible to pull out the Killzone section. Which would you rather have? Drop us a line and let us know? We can't help you unless you help us.

NOT MUCH JOY

Dear The One,
I recently bought myself the superb game Sensible Soccer, having read your review of it and finding it was just the football game I was looking for. I was instantly engrossed by its playability. However, I was only twenty minutes into playing my new purchase when my joystick's fire button suddenly refused to respond. After much swearing and shouting at my joystick, I decided to try again with my other joystick. All was well until that one also decided to pack it in, just as I was starting to calm down.

That is what has finally compelled me to write to you and air my views about how badly joysticks are made. I know that people complain about them all the time but the manufacturers seem to be doing little about it. They continue to bring out more and more different types of joystick, all with lots of gadgets and switches, but none of them seem to be working on a joystick which will actually last more than a few months, if it is used quite frequently.

I don't throw my joystick around the room! I don't even own a 'joystick waggling' game! I just use it in the usual manner. So why, after three years, have I gone through seven joysticks?

Many of my friends seem to have the same problem with faulty joysticks, but the general consensus on the subject seems to be that it is easier to buy a new one than to get the broken one fixed! Is that the manufacturers' idea? To produce poorly made joysticks so that their sales will rise as people have to buy replacements? I seriously hope not. These joysticks don't come cheap, with just a basic bottom of the range model costing about eight pounds.

I believe it's time that the designers of these joysticks went back to the drawing board and designed a joystick that will withstand serious gamesplaying. Even if it came more expensively, I'd be willing to pay the cost to avoid all the aggravation caused by a suddenly ruined game.

Elliot Goodman,
Elstree,
Hertfordshire.

We can only assume that you must be buying some very shoddy joysticks. Here at The One we use Konix Speed Kings and Euromax Competition Pros, and they've always done right by us - mind you, one of the Comp Pros is starting to look a little shaky. You'll find it's normally those stupid helicopter-shaped ones that break the easiest and, as so often happens in life, the simplest designs are invariably the ones you'll get the longest use out of.

PRAISE BE!

Dear The One,
Sometimes I read the Letters section in your magazine and often readers write in about ideas for your mag. Well do you know what I think? I think your mag is so BRILL, AMAZING and SPECTACULAR that it doesn't need any more ideas. So, if any of you readers out there write in about some ideas for this mag, think again and send it to some other crap mag like Amiga Format, which needs tons of ideas to get to a good standard of a mag. To put it simply, your mag is so brill that no ideas are needed. Besides, with the new style and different change, your mag is now even better. The reviews are the exact amount that I think every reader wants it to be. So by now, everyone should know that THE ONE is 'the one' for Amiga games!!!

Sam Stephen,
Stafford,
Staffordshire.

Aw... Shucks.

HARD MAN

Dear The One,
I just thought I'd drop you a line to say that David Upchurch is a poofter. His score of 273499 on Team 17's Waggle-O-Mania is nothing compared to my mighty effort! I scored a massive 299379 and achieved the rank of Freak of Nature. Top that if you can!

Mark Walsher,
Dagenham,
Essex.

You may be interested to know that since we've received your letter, our David clocked up a new score 310259, which means he's still the waggling champ. Sorry chum. If you think you can do better, we're setting up a Waggle-O-Mania competition, with £150 worth of software as the prize. All you have to do is send up a photograph of the screen with your high score on it. Mark your envelope WAGGLING COMPO and send it to the usual The One address. We'll be announcing the winner in a few issue's time.

IT JUST ISN'T CRICKET

Dear The One,
I am writing to complain about the lack of decent cricket games currently available on the Amiga. Robin Smith's Cricket, Cricket Captain and the superbly named Crick-

et (what imagination) are all examples of how not to do a cricket game. In fact there is only one full-price game worth purchasing, that being Soundware's World Series Cricket, though that game doesn't contain great graphics and sound.

I thought, last August, a good cricket game was coming out when The One had Graham Gooch's World Class Cricket on its coverdisk. I enjoyed it enormously and couldn't wait for the full game. It is now June and I'm still waiting! Please tell me if it will ever come out, and the same goes for Ian Botham as well. On another point please do a Work in Progress on Kick Off 3 as I am desperate to find out what it is like.

Matt Clark,
Wolverhampton,
West Midlands.
P.S. Waggle-O-Mania was brilliant, I scored 309867!

Here at The One we share your sentiments entirely, what with our own Gary Whitta being a top cricket fan (he used to play for his borough, you know). It's true, there isn't a single decent cricket game out there, which is a real shame as the sport has top potential for computer adaptation. We had a butchers at Ian Botham's Cricket which came in this month and that's not much cop either. We called Audiogenic to find out if their very promising-looking and much-delayed Goochy game would ever make it out of the pavillion, and they said "We haven't got a firm date yet, but it should be sometime around July." Indeed, it may be in the shops by the time you read this.

ZZZZZZ: THE RETURN

Dear Sir,
With reference to my letter in the latest edition of The One for Amiga Games. I found it strange how you headed my letter 'Zzzz' but then proceeded in your reply to say what interesting comments I'd made!

Anyway, just for the record, no, I did not begin highlighting certain words after reading your excellent intros feature. You see, I've been doing it for years. It all began when I was in various helplines to some 8-bit magazines. Without my printer then, all my hints had to be handwritten and the adventure sheets contained 'inputs' - text which the user typed in to overcome the more common puzzles. I found that highlighting these inputs made them stand out from the rest of the text and made them much easier to understand.

I adopted this style for my letters, too. A neat letter is much more likely to be read than a scrawly one and, besides, it makes your letters page more colourful and pleasant to read!

Stuart N. Hardy,
Wales,
Sheffield.

Another one of the world's mysteries solved. Unfortunately your letter does not make our Letters page more colourful and pleasant to read this month because we couldn't be bothered to colour the words in. And we promise to stop calling your letters 'Zzzz' if you promise to stop calling us The One for Amiga Games. It's just The One, thank you.

MONKEY'S UNCLE

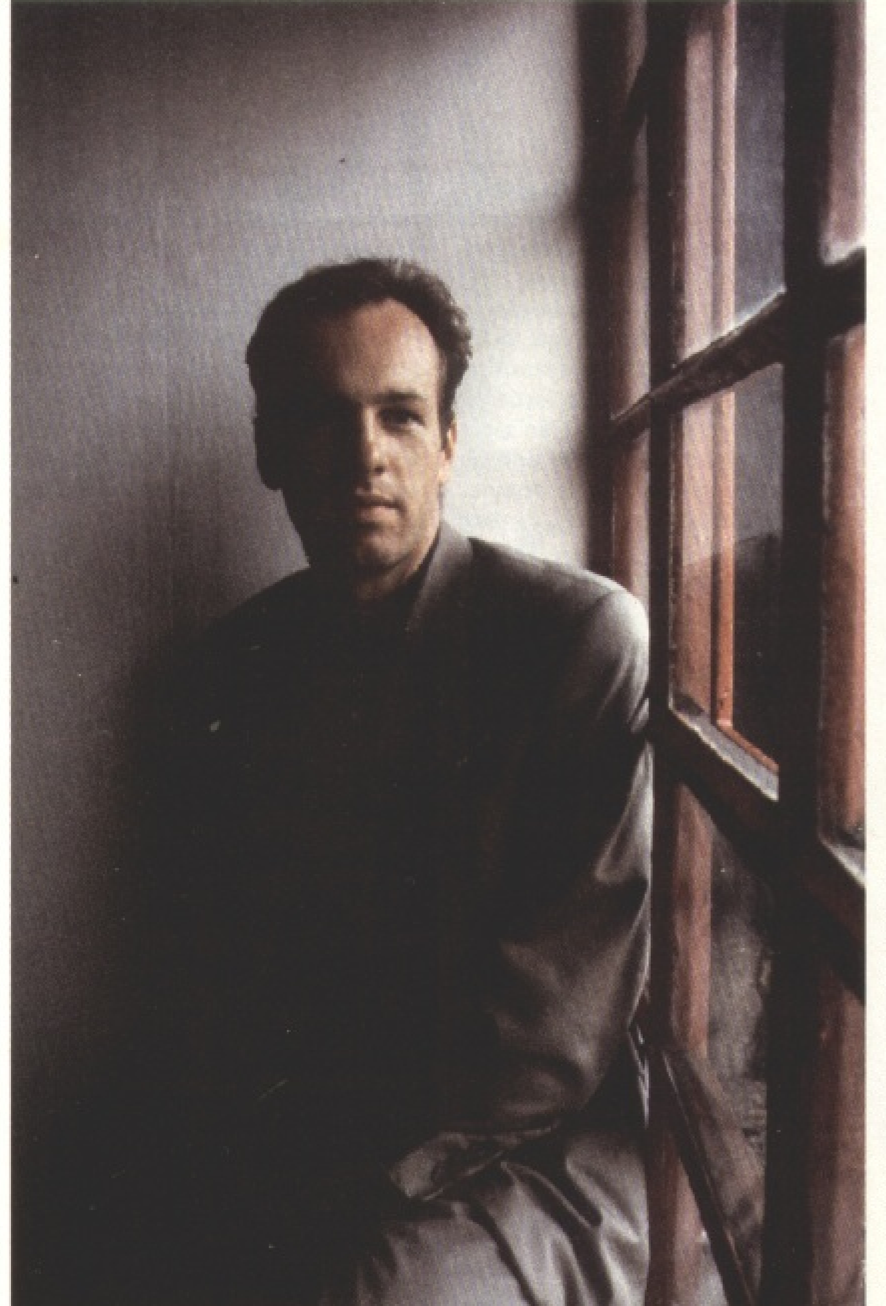
Dear The One,
I've just completed Monkey Island 2. It's an excellent game and I would recommend it to anyone, but I have one question: What the hell is The Secret of Monkey Island?

In Monkey Island 2 I was expecting to find out The Secret of Monkey Island and finally *$@£ Elaine Marley! Does this mean there is going to be a Monkey Island 3?

There were some unused items in Monkey Island 2, such as the ticket to the circus, the love bomb and the ticket found in the 'Big Whoop' treasure chest. Will these be used in Monkey Island 3?

David Abbott,
Whitstable,
Kent.

A very good question. We did a bit of poking around but nobody seems to know what The Secret actually is - then again, if they did it wouldn't be a secret, would it? We tried phoning Doctor David Upchurch at the Games Surgery about the unused objects but unfortunately he was lining up a tricky putt on the 15th green at the time and wouldn't talk to us.





TARGET: RENEGADE

It's just over a year since Renegade Software launched itself on an unsuspecting world, with heady claims of a whole new way of publishing games - not to mention a rather nifty debut product in the Bitmap Brothers' Gods. So, twelve months on, how goes the revolution? Gary Whitta cornered the company's ever-shy boss Tom Watson to find out.

If you happened to make it to the European Computer Entertainment Show at Earls' Court two years ago, you could have hardly failed to notice the pomp and circumstance with which Renegade Software was launched. Ex-Mirrorsoft man Tom Watson clambered onto centre stage, grabbed the microphone and spoke proudly of A New Way of Doing Things - not only that, but they'd be doing "it" in conjunction with one of Europe's premier development teams, The Bitmap Brothers. The idea was to found the company on the same principles as those in the music business - Renegade was, after all, an offshoot of Rhythm King records. Programmers would be treated like musical artistes - proper billing on the packaging, with the Renegade label taking a back seat. They would have input on the packaging and marketing of the games, not to mention copious amounts of cash for their efforts.

It's almost two years since all the trumpet-blowing, and Renegade has established itself as one of the top names in the business, with four games and four successes from three of the top names in the industry - The Bros, Graftgold and Sensible Software. But have they really changed anything? Is Tom Watson the New Messiah or just another false prophet? Well, let's ask the man himself...

So then Tom, have things turned out the way you expected them?
Er... yeah! We haven't signed any film licences, and we extended the development teams that we've worked with to Graftgold and Sensible. With both of those projects, even though the root by which they came to us was slightly different to normal, the developers themselves had the all-important say in how the products looked and worked. So yes. It's actually a very natural way of operating a software company, and certainly with the experience of having done it simultaneously with three different development teams, it's actually easier to do it this way than it was, say, when I was at Mirrorsoft.

Has the idea of having the developers closely involved with other aspects of the product worked out?
It's really important to recognise that when somebody's worked on a project for a length of time, it's very difficult for them just to cut off and say "right, that's my job done, I'm off to work on something else." They actually want to see it through, and to be involved. If you've had an impression of your project in your mind's eye, as you must have if you've worked on it for a year or even longer, you'd be very unhappy to see the project then dealt with in a way that's not sympathetic to your original perception. It's not to say



"It would be interesting to catch someone as they were buying Sensible Soccer or Fire & Ice and ask them if they knew who the publisher was."

that we back off completely and leave the developers to do it all themselves, but what we do is bring all the parties together so that the developers are involved in briefing the design team what the ads and packaging should be like.

What happens if you come to loggerheads over something like that?
I'll tell you when it happens. We haven't had any real rows yet, and that's mostly because everybody tries to be mature. The important thing about the way the process works is that we all pool our experience, and we hopefully come up with consensus decisions. Certainly to date there's been no conflict.

After all the trumpet-blowing at the start, do you think that Renegade has actually made a difference in any way? Has anything really changed?
It would be nice to change the way that things are done in general, but we've always recognised that it's fairly unlikely that all the other software companies would go "My God, we've been doing it wrong all along, let's change the way we work immediately!". There are some companies that find us a bit of a pain in the arse, and are quite antagonistic towards us - in personal terms as well, which is quite funny. And when you get people to respond to you in that way, you think you must be doing something right because people are taking you seriously. It's interesting to see the arrival of Mirage, who are now saying the same sort of thing as we were two years ago. There are a lot of similarities there... But will we really change anything? I doubt that we will, though there have been some promising signs. Something very dramatic would have to happen for us to really change the way people work. Most companies are making reasonable profits, so they operate on the principle of "if it ain't broke don't fix it". All we can do is set an example to the publishing community and the developers.

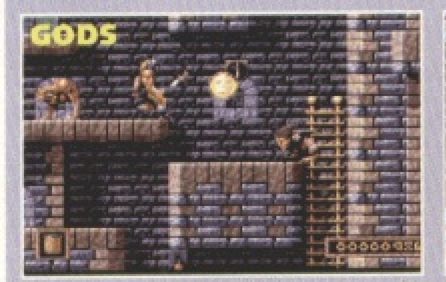
Will we ever get around to this music industry-type situation, where people will finally identify with the actual "artist", and the publishing label becomes almost irrelevant?
I don't know. You may have noticed that, as Renegade, we don't court publicity. The publicity is directed at the developers and the games. We try to avoid any software company willy-waving. I don't know how many Sensible Soccer buyers - and there have been a lot - actually realise that it's a Renegade product they've bought. It would be interesting to catch someone as they were buying Soccer or Fire & Ice and ask them if they knew who the publisher was.

Are you happy with the games you've released so far?
Oh yes. We were very very very pleased with Gods. It's one of those true international success stories, and it's still selling on Amiga. It's actually been entirely coincidental that all the games so far have been arcadey, and over the next year or so you'll be seeing things other than just arcade-style games from us. But ask yourself the question - if we didn't do these action games, who would?

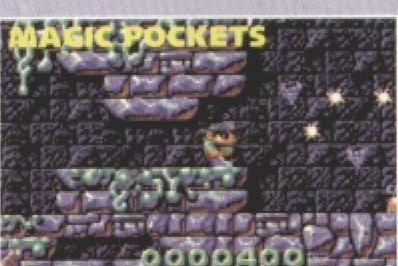
How do you see the Amiga games scene developing over the next year or so? Are the new consoles going to make a difference?
I think there's an overlap between the consoles and the Amiga, but I don't believe it's that substantial, not least because of the issue of multiple ownership. People do seem to be owning a Megadrive and an Amiga. That's a particularly popular combination. It's very real, it's very unfortunate, but technologically hardware has always proved to be disposable. Look at the ST, five years ago it was the premier 16-bit machine and the Amiga was small by comparison. Now the ST's only doing a fraction of the Amiga's business. And something else WILL take on from the Amiga over the next couple of years. Successful hardware formats tend only to be dominant for about five years.

JUST LOOK AT THOSE REBELLIOUS GAMES!

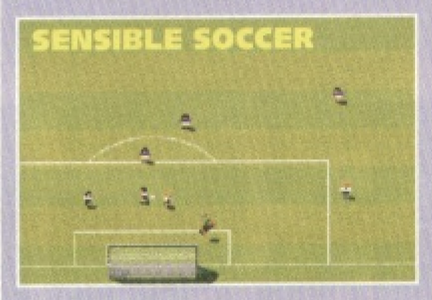
FOUR TOP-RATED GAMES IN ONE YEAR, AND ANOTHER ON THE WAY - NOT BAD FOR A BAND OF OUTCASTS. LET'S TAKE A CLOSER LOOK, SHALL WE?



Renegade's debut game was also the Bitmap Brothers' first arcade adventure - and what a fine one it it was too! Though some disliked it, there's no denying it struck a popular chord with the vast majority of Amiga gamers, as its chart success testifies.



Loved by some, despised by others, the "cute" arcade adventure Magic Pockets left many people feeling indifferent. Arguments persist to this day about whether or not it's as good as many claim. One thing's for sure - the Bros' reputation was never quite the same again.



What is there to say? Well, how about Sensible Soccer is the best football game ever written, and we'll happily see anyone who disagrees outside to "discuss" it. Could well turn out to be the company's biggest success yet - it's still holding strong at Number One.

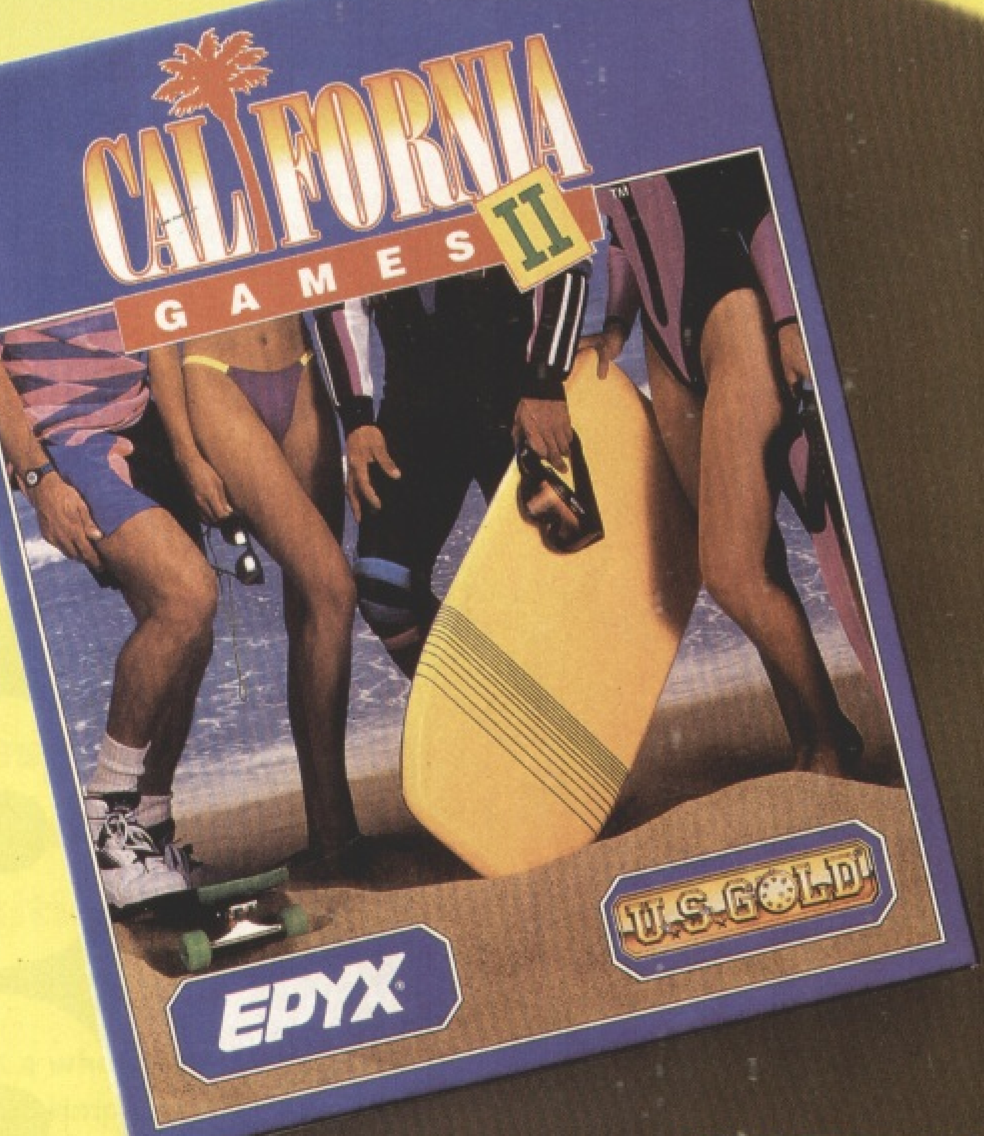
FIRE & ICE

Most arcade sages agree that Braybrook's super-cool platform battler is far better than the not-altogether-dissimilar Magic Pockets. It's horses for courses really, but we reckon it's the business. After the game's success, Cool Coyote might well be returning for a second adventure...



Well, who can say? The latest Bitmap opus isn't due out until the Autumn, but it's already shaping up to be a bit spesh, with some of finest graphics we've seen courtesy of Brosser and part-time The One cover artist Dan Malone. We can't wait...

GRAB YOUR SHADES DUDES THE LAND OF SAND N SURF IS BACK



Yo dudes! Welcome back to California- the land of Fun and Games! - for California Games II, the ultimate sequel to the game that sold over 1.5 million copies worldwide.

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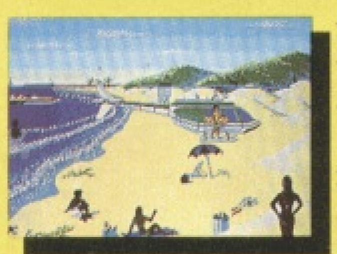
Available on: Atari ST, Amiga and PC Dual.













Screen shots from Amiga version

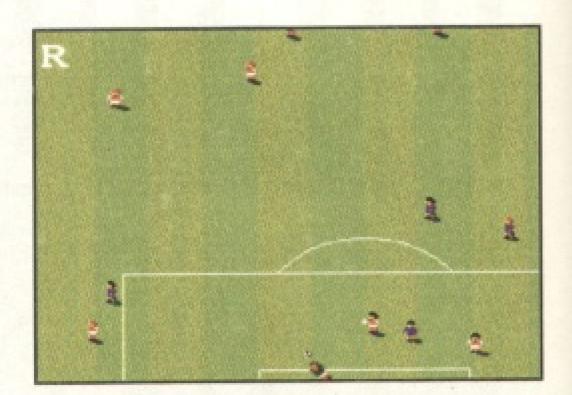
Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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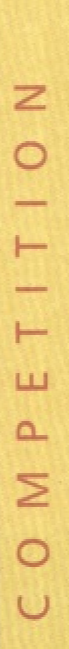
HE SHOOTS HE



It's the soccer sensation that's sweeping the nation - and YOU could be jetting off to Europe in an all-expenses-paid trip to watch some of the best footballers in the world in action. All you have to do is be a bit tasty at Sensible Soccer!

As of next month, The One, in conjunction with Renegade, is beginning a six-month Sensible Soccer tournament that anyone can enter. All you have to do is save out a set of your best goals from the game as Match Highlights and send them into us. Each month, we'll pick the best set of goals, and the sender will not only have his efforts put on our coverdisk for posterity, but will also receive an authentic old-style Arkwrights football shirt of his or her choice!

At the end of the six months, the boys at Sensible Software will judge what they believe to be the best single entry from the sextet of finalists. The com-



SCORES!



You could be going AWAY AWAY AWAY AWAY AWAY AWAY to Europe on a free footballing holiday courtesy of RENEGADE in our incredible Sensible Soccer Netbusters competition!

petition is being run jointly with Joystick magazine in France, Powerplay in Germany and K Magazine in Italy, who will all be running similar competitions and putting forward their own contestants. The four winners will slug it out in a special SensiSoccer Euro-final to be played at a neutral venue, and the ultimate winner will have two rather spanking prizes to choose from. Either a seat for next year's European Cup Final or any European fixture next season! Just think, you could be flying out to watch Juventus, AC Milan, Bayern Munich, Napoli, Barcelona - even Arsenal! - in top form. Not a prize to be sniffed at.

Entering really couldn't be easier. Simply save out your best set of match highlights (there's no minimum number, but remember you can't have more than eight) and send them to us for judging. Bear in mind that entries are going to be judged as a whole set of highlights, not simply on the merit of individual goals - we're looking for consistency of excellence, not just the odd lucky shots. So the more top shots you send us, the better your chances.

We'll be picking the first of the six winners to appear on our coverdisk next month, so get out on that pitch and score some thunderbolts! Then pop them in an envelope and send them to Sensible Soccer Netbusters, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE RULES (READ 'EM!)

If you ever took part in our Kick Off 2 Golden Goals tournament, you'll know the score, but just in case...

1. No more than 1 disk (10 highlights max) per entrant per month.
2. Your Netbusters DISK must be clearly labelled with your name, address and, if possible, telephone number. Failure to do so warrants instant disqualification.
3. In selecting the best goals, The One and Sensible Software's decision is final, and no correspondence will be entered into.
4. Details are correct at time of going to press, but are subject to change without notice.

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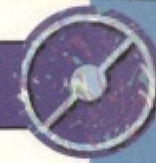
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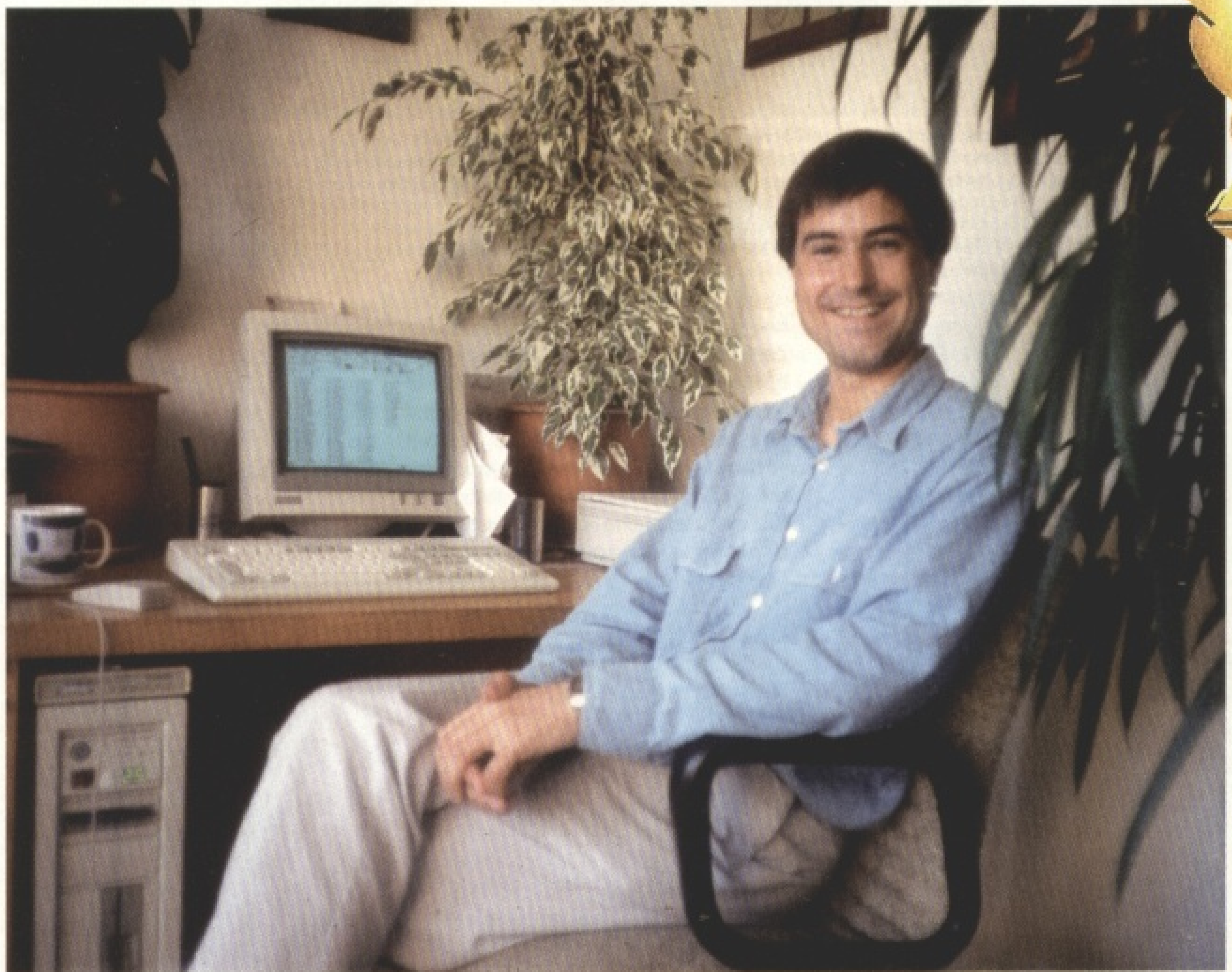
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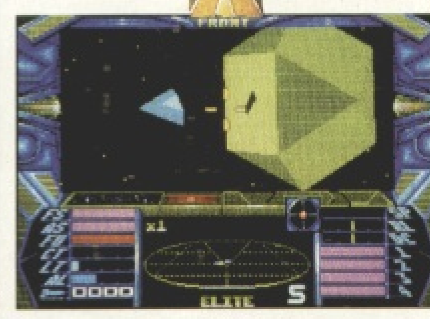
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This man is DEADLY





(Above) The original Elite, as it appeared on the Amiga, complete with pink spaceships and green space stations. It's still a firm classic, but the sequel promises to be a much darker, more involving experience.

(Left) Sitting pretty... David Braben's got every reason to smile. With Elite 2 chugging along nicely, he's quietly confident that fans of the original game won't be disappointed by the sequel - and with good reason.

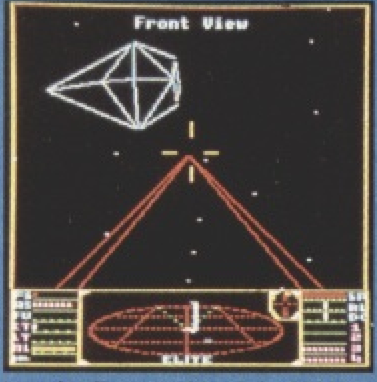
As we speak, work is underway on what is, indisputably, The Most Eagerly Awaited Game Ever. No less than nine years after the original, the sequel to the all-time classic Elite hits the Amiga this Christmas. In the first part of an exclusive Work in Progress trilogy, Gary Whitta talks to programmer David Braben about what could well be the most epic project in software history...

David Braben sits back in his high-backed swivel chair and on the monitor screen to his left, a galaxy unfolds. In the background, the sun is coming up from behind Earth as the planet swings through its solar orbit. All is quiet. And then, from the right, a gigantic wheel-shaped space station looms ominously into view. The indicator lights on the hull suddenly switch from green to red, the docking hatch in the centre of the structure grinds open and from the landing bay inside a reconditioned Cobra MkIII spacecraft roars out into deep space. It makes a brief pass over the greeny-blue planet below then, in a crackle of electricity, disappears into hyperspace. Silence once more. Before the station's hatch has a chance to close again, David leans across and hits ESCAPE and the Universe is promptly destroyed as the program dumps unceremoniously back to the assembler screen.

This is Elite 2 - the sequel to the legendary space-trading game that, almost a decade ago, did for computer entertainment what Sergeant Pepper did for popular music. From the upstairs back-

THE GAME OF A LIFETIME

When Acornsoft's Elite first appeared for the BBC Micro in early 1984, the shape of computer games were changed forever. Prior to its release, just about every home computer game was a platform game, text adventure or 2D shoot-'em-up. Elite, co-written by Braben and Ian Bell while both were reading at Cambridge, was the first game to put the player in a 'real' 3D environment, offering 2000 worlds spread over eight galaxies. It was also one of the most ambitious steps forward in game design terms, combining space combat with elements of strategy, trading and exploration. The game was an overnight phenomenon, and eight years later is still going strong, having been converted to every home format imaginable (the latest version, for the Nintendo, is due out soon) and inspiring countless similar games - the most notable being Gremlin's lamentable rip-off Federation of Free Traders. It's arguable that Elite was the springboard for all 3D games, and we still see its influence today in games like Wing Commander, Epic and the Mercenary series. Not bad for a game that came out of, in Braben's own words "just playing around for my own amusement"...



How it all started back in 1984 - the original BBC version of Elite.



Yes, here it is - the first EVER published screenshot of Elite 2. Though David's jaw-dropping 3D routines aren't being shown off to their best here (the best is yet to come next month), you can clearly see some of the clever tricks he's implementing. Note how the planet Saturn's shadow is cast over its rings in the correct angle in relation to the position of the Sun (the bright star in the background). Those who know their Astrophysics (like our own David Upchurch) will also notice the accurate mapping of the planet's surface features. As you can see, some of the original game's graphical features have survived, such as the M-shaped radar display - although at this time the dashboard display is far from finalised.

room of his riverside Cambridge abode, the 28 year-old programmer/designer has, for the last four years (ever since the completion of Virus in 1988, in fact), been creating the game that's set to make the classic original, for all its epic pretensions, look like a type-in listing by comparison.

Even a cursory glance at what he's got up on screen so far is enough to convince you of this, even though the man himself is curiously modest about the whole thing. "The idea here is to take the original Elite game to its logical conclusion," David explains. And he's not kidding. Braben has painstakingly recreated a galaxy - our galaxy - down to the minutest detail inside an Amiga. Every planet, every star, every moon - an area an estimated 70,000 light years across has been squeezed into a machine the size of a briefcase.

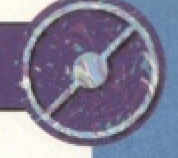
"The idea here is to take the original Elite game to its logical conclusion." - Elite 2 programmer David Braben.

The project has not been without its problems. Quite aside from the utter nightmare of accurately plotting the correct positions of every known planet, moon and star in the Milky Way, David has had to put up with what he euphemistically describes as a "false start." Shortly after creating the original Elite, Braben and co-author Ian Bell worked on a BBC/C64 version of Elite 2 that actually progressed as far as being playable. Unfortunately, it was decided that the rather limited capabilities of 8-bit technology were not enough to support some of the heavyweight ideas the duo wanted to implement, so the project was scrapped. Now, of course, thanks to the miracle of the Amiga, everything is progressing apace once again - having been signed to Japanese giant Konami, the game has, at long last, a release date set for the end of the year. However, the game's title is still to be confirmed (David feels its tacky to name a sequel simply by bolting a "2" on the end of the original name, although "Elite 2" will definitely feature somewhere in the overall title) and Ian Bell is no longer involved in the game's development. This, it would seem, is a mission that Braben must attempt alone...

Though Elite 2 comfortably blows raspberries at the original game in terms of scale (a quick example - Elite featured 2000 planets, Elite 2 has 100,000,000,000), devotees will be pleased to hear that the basic idea and general gameplay has survived more or less intact. Cast as a freewheeling mercenary space-trader in the year 3200, the player must make a living, by whatever means possible, in a galaxy populated by aliens, pirates, police... basically every kind of undesirable imaginable. What at first may look like just another fancy 3D stellar combat game is in fact a jaw-dropping space odyssey encompassing elements of strategy, adventure, trading and, of course, good old-fashioned dogfighting. Aware of the shortcomings



(Left) Konami's Colin Fuidge, project manager for Elite 2, also worked on versions of the original Elite when he was development boss at Telecomsoft. Isn't it a small world?





of the original game, Braben's major objective with this project is, as he explains, "to give the game more dynamic range. With the original game you ran out of steam quite quickly. Once you'd done all the easy things, like got all the ship equipment, that was it apart from the missions."

"The point of this game is pretty much the same as the previous one, but trading is now very much a backdrop," he continues. "The idea is that the whole game will be like a running adventure where every action of the player will have a consequence. So for instance, if a ship is owned by a cruise line running regular services and you blow it out of the sky, the company will notice that it's not reached its destinations and send assassins after you for revenge."

At least that's the plan so far. Currently, much of the actual game design is still to be implemented as Braben has been pumping all of his effort into creating the galactic environment. The most radical new aspect of what David rather humbly refers to as "this really detailed backdrop" is that, apart from the huge space stations that orbit planets, players will now be able to travel down onto the surface of planets and their moons and fly through the giant future-cities that are built there. The idea is that planetside starports and commercial zones will offer opportunities for business and communications that may not be available on the "orbital cities" above.

"Finally you get to do all the fabulous things that the original Elite book talked about." - Konami's Colin Fuidge

David's super-detailed galactic environment has allowed him to stretch the original game's concept of an artificial social infrastructure farther than could have been imagined a few years ago, as he explains. "The whole point of the backdrop is that it allows much more variation to the game. Within the galaxy, only about a hundred light-year sphere has been explored by the humans, and the outlying regions are completely uncharted. So within that sphere you have the core systems which are all super high-tech, superpopulated and very well policed. Everything is squeaky clean - no fun, really. Then as you go out into the frontier systems, law becomes a lot less strict - like the original Elite's anarchies - where it's more like the wild west. It's a sliding scale the further out you are."

Things are getting bigger and better all round, really. Remember using your hard-earned funds to customise your ship for combat and trading? The progressive idea has been retained, although now it's possible to change not just equipment but your entire ship, progressing from a lowly one-man Cobra to huge lumbering cruisers protected by their own fleets of fighters. David's currently experimenting with the idea of giving the game several start points, so you can choose to play the whole Elite experience, starting with a ship and some cash, or, if you're more arcade-minded, play as a member of a pirate band, pillaging the stellar highways for a quick profit - and, quite possibly, an ever quicker death.

Konami's Colin Fuidge, the development manager responsible for getting this project in on time, has his own theories about the game. "The way I see it, it's like The Dark Wheel, the novella that came with the original Elite. It spins on and on about all these wonderful things that happen throughout your life as a space trader. This game seems how that book was."

"Rubbish," Braben comments, but Fuidge is unrepentant. "No, no, you get these giant ships, you get to talk to traders, you get to land on planets - finally you get to do all those fabulous things that the book talked about, rather than flying around and shooting and trading."

If Colin's outpourings sound a little overblown to you, it's simply because you haven't seen the game in action. David's innovative 3D techniques combined with the painstaking process of recreating every facet of a galactic environment, right down to planets being correctly shadowed for their position in relation to the sun, and solar/lunar cycles behaving EXACTLY as they should has produced a visual experience that looks more like the sort of multi-million dollar programs that NASA might run than a simple home computer game. In short, what's on screen has to be seen to be believed - and believe us, you'll be seeing a whole lot more of Elite 2 next month...



IN PART TWO NEXT MONTH!

We'll be printing the very latest visuals from Elite 2 - quite simply, some of the most stunning screenshots you'll ever see on an Amiga, as well as continued, more detailed coverage of the game in progress. PLUS there'll be an exclusive competition where you (yes, you) could get yourself featured in the game! Can you afford to miss it? We think not.

THIS MAN IS DEADLY

Nigel Mansell's Championship

And now, just arrived on the grid is a new challenger for the hotly contested title, Fastest Race Game Ever. As the lights turn to amber, Jim Douglas takes a look.

Following Lotus 3 in the apparently never ending run of driving games from Sheffield-based Gremlin comes Nigel Mansell's Grand Prix. With Mansell slated to appear after virtually every big name has already come out (Lotus, Jaguar, Crazy Cars 3) the pressure is very much on the shoulders of Damian Hibbard and Daman Godley to produce a racer that, at the very least, is sufficiently different from everything else on the market.

This pressure is considerably magnified by the fact that Damian has never written a game before in his life. So how can this remarkable state of affairs; an absolutely unknown programmer end up in charge of writing one of a major software company's biggest releases?

"I went to university in Newcastle about three years ago and studied computer science," Damian explains, "Once I'd done that, I began to put together some demos. In fact I was about half way through doing a demo when I got the job with Gremlin."

Gremlin certainly hadn't planned for such a fresh-faced fellow, no matter how talented, to begin his programming career with such an enormous project. "I was actually supposed to be helping out Graham who was doing Utopia 2 and has fallen a bit behind schedule. But the stuff he was doing at that point was stuff that he really needed to do by himself. It would have made lif\ still learning."

With Damian at a loose end and Nigel Mansell without a programmer, the logical answer was to let the new boy have a go.

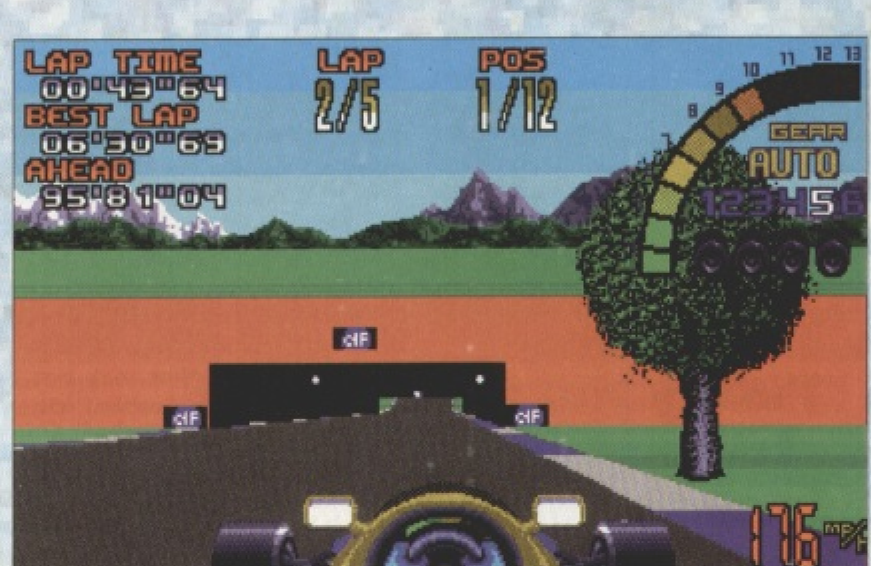
"We started way back in December, and there was plenty of time to make mistakes, muck it up and start over. There isn't much that was done in the first month that has survived. Just because we kept improving on everything, we had to throw the old ideas away."

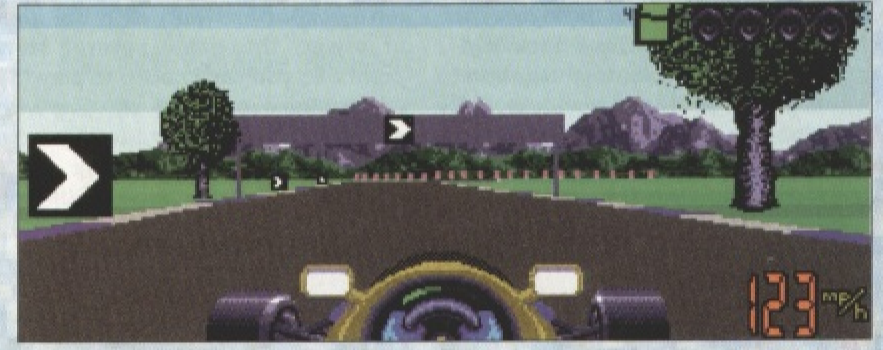
So many other racers out there, it must have been tough trying to keep Mansell entirely original. What's it closest to?

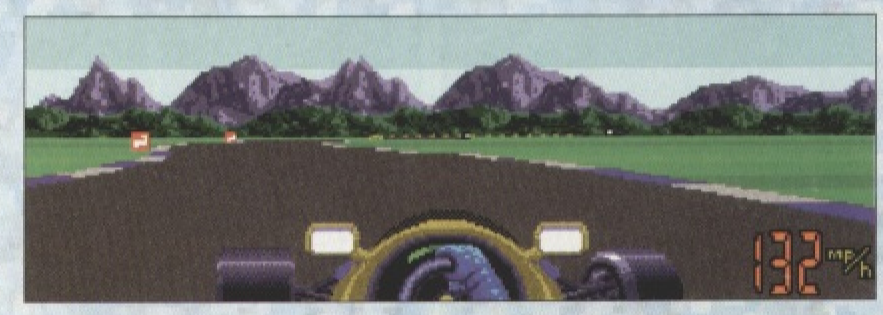
"I think Lotus is probably the best sprite driven game out there at the moment. Formula One Grand Prix is very good of course. And I think Vroom plays very well. It's certainly more of an arcade game than Formula One. My game is closest to Vroom. It's a sprite game, although it's done from first-person perspective, which gives you a different view."

Daman Godley, the graphic artist is responsible for the look of the game, keeping the arcadey feel which Damian is so keen to hold on to. "It's looking really good," Damian says, "Daman came onto the project about three or four months ago. Up until then, I was working with graphics from some other people but he's really done all the graphics for in the game now."

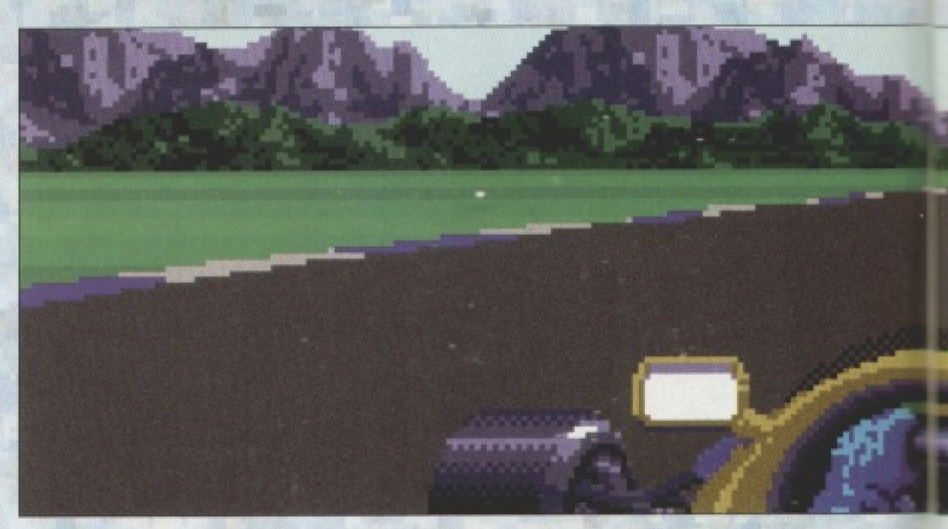
While Damian is keen to point out how instant and arcadey the feel of the





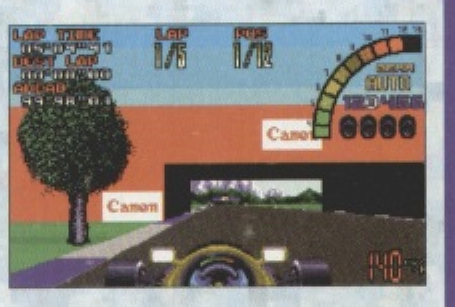


"Everyone who's played the game seems to say that it's very fast," says Damian Hubbard, chief coder. And they're not kidding. Even swifter than the reputedly remarkable Lotus 3, Nigel Mansell moves at such a rate, it's hard to believe you're watching it on the Amiga. The aim, of course, is to limit any slowing down once computer-cars are in to an absolute minimum.



World

The combination of sprites and polygons in Nigel Mansell promise to make it one of the best looking race games yet. The bitmap cars are altogether more realistic than polygon ones, and the track process allows the designers a lot more freedom.





whole game will be, it's worth noting that at present, the clear plan is to include the 16 courses which make up the full World Championship Grand Prix season along with a host of variable car features.

"There's a person upstairs who's writing a track editor, so we'll be able to put the correct tracks in. The track editor isn't finished yet, so no real circuits are in. I've typed some in just to work with. There might be a test track as well which you can practise on and learn how to play it properly. You can either race the full season, race one circuit or you can practise on the test track."

"Also to go in are the controls for the car. That includes getting the revs and the gears in properly. Also the weather conditions, variable aerofoils and gear ratios and stuff like that.

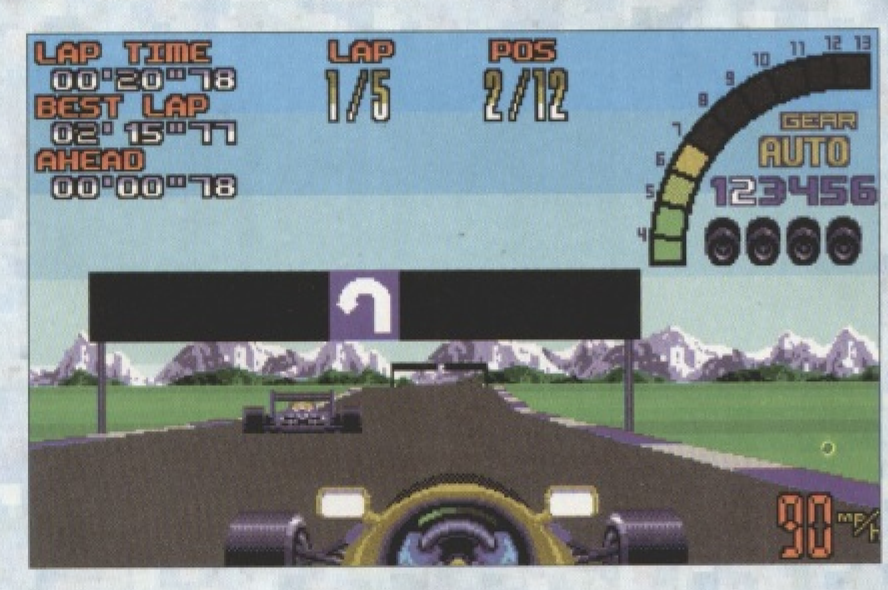
"Realism is going to be quite important. We're going to make it so that they get the best out of the car if you change your settings for each track. It's going to be pretty fundemental to the game. They have to make a difference."

As an added help for the novice driver, Nigel Mansell himself is on hand to show the ideal way to handle each course, Damian explains.

"You can also take the option to have Nigel Mansell take you round on a computer drive the track and tell you the best lines to take. But I haven't done that bit yet. Nigel will follow the same basic algorithms as the computer cars, but a bit better."

A continual bone of contention with race games is the intelligence, or otherwise, of the other drivers. In Nigel Mansell, the computer stores the racing line for each circuit and the best that the computer drivers could do would be to follow that. There will be three groups of cars, but they'll all act as individuals. They'll be slightly different. The worse they get, the more they'll go off that line. Damian is hpoing to add a bit of aggression so that a few drivers block out the player if he tries to overtake them.

The biggest question asked of any race game is "Is it faster than the last?" According to Damian, "Everyone who's been playing it has been saying it's pretty quick, which is quite pleasing. We didn't start out with any particular determination that it had to be the fastest routine yet or anything. It was just happy coincidence really."



Happy coincidence or not, it can't have all gone that smoothly. "The least enjoyable part? Hmm. Because I haven't got any experience I started off doing the road routine, and that's taken me nearly all the time. It's an exceptionally tedious process. I was even trying to fix bugs that weren't even there. At the moment, the road just wobbles slightly, but I know how to fix that, but I spent ages trying to fix it. There are other things that I've had to take out, like the colour bars which weren't working, and hills weren't either. But that was because I was doing it all wrong, and I had to scrap it and start again."

So what lies ahead for our first-time hero?

"Next I'm doing the ST version"

Won't it be a bit boring, doing it all again?

"Well, I don't know yet I haven't even touched an ST yet, and I haven't dared ask when it's got to be finished!"

"The sort of game I'd really like to have a do is a decent football game but there's so many that have come out just now. I think I'd go for a top down view because it's the most playable. You can get much more finesse that way. I might actually put together a spec and see if Gremlin want me to go ahead with it."

But hang on. Isn't there a bit of the story missing? In between finishing University and beginning the project, how did Damian actually get his job at Gremlin? "There was an advertisement in New Computer Express for programmers. I answered it and got an interview and got the job. I didn't have to show them any demos or graphics or anything." Wasn't that a bit trusting? "Yeah. I suppose so."



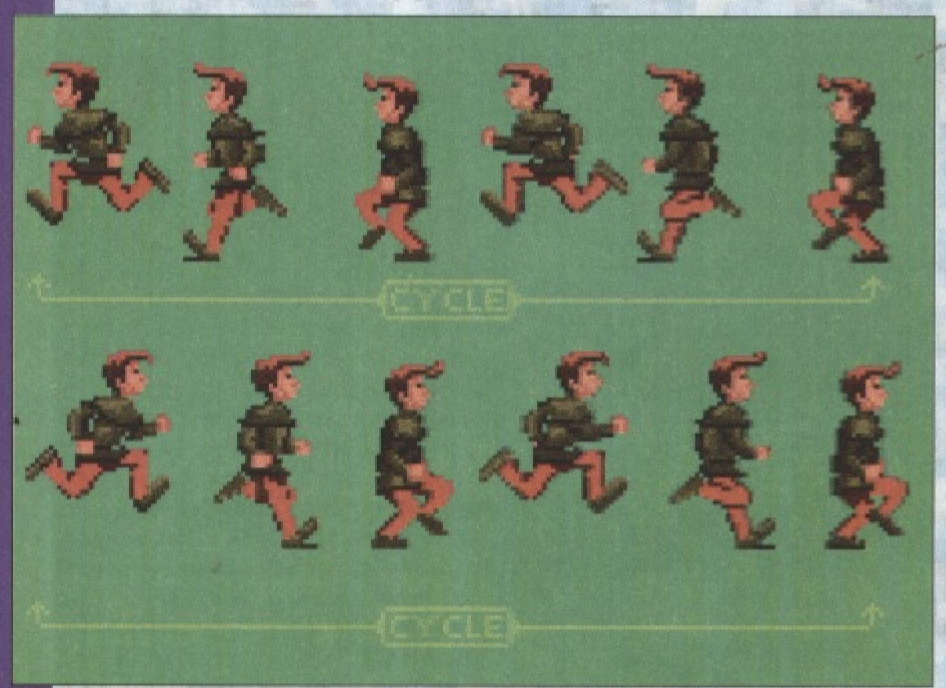
PROJECT: Nigel Mansell's World Championship

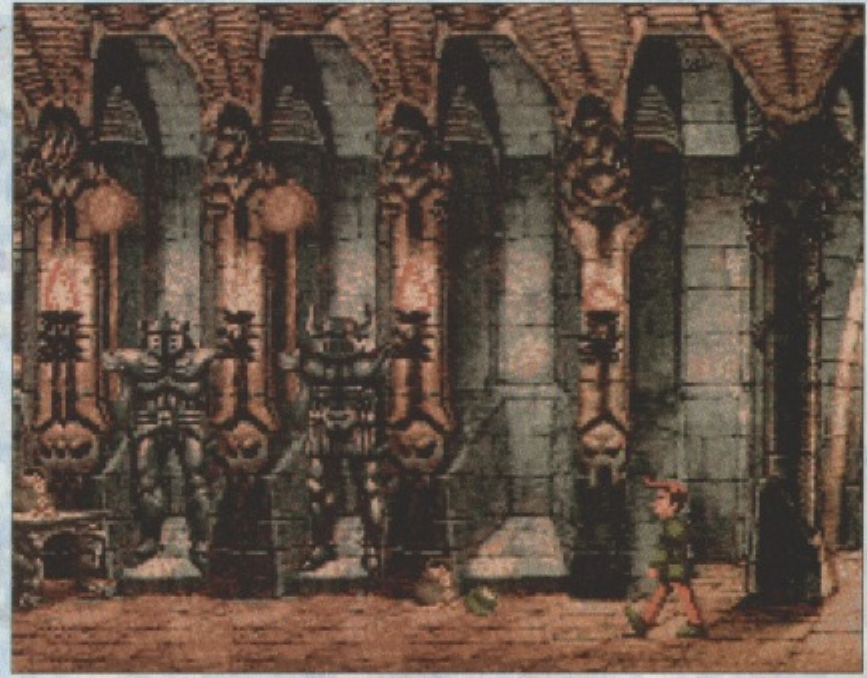
PUBLISHER: Gremlin

DEVELOPER: Damian Hibbard (code) Daman Godley (graphics)

INITIATED: Christmas 91

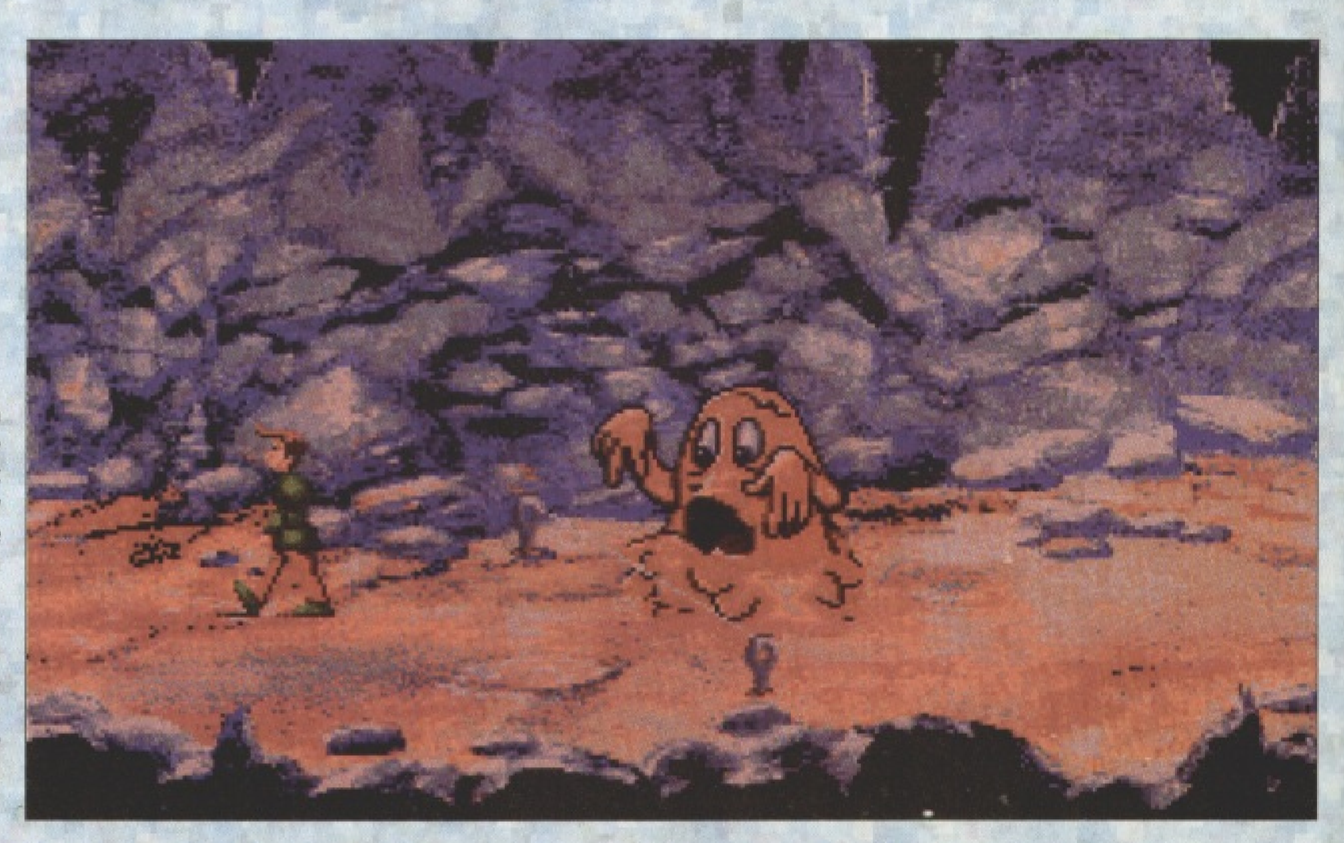
RELEASE: July/August 92





CURSE

Following up their excellent foray into fantasy territory that was Heimdall, Core design again attempts to woo the thinking end of the market with Curse of Enchantia, a game set to rival even the mightiest of American adventures.



Whatever happened to British adventures, eh? Somewhere along the line they just seemed to get forgotten about. Way back in the days when adventures were text based, we ruled the world, with our witty puns and two-word input. Once the graphics side of it came in, however, the British developers seemed to lose their way, allowing their yankee counterparts to stomp all over them with top notch games like Monkey Island, Indiana Jones, Space Quest and King's Quest while we floundered with the likes of, er, Demoniak. Only in recent months has a concerted effort been made to redress the balance.

Surprisingly, Hook, from adventure-newcomers Ocean has come closest to successfully emulating the Lucasfilm style. Now, however, Core design are prepared to unveil the fruitions of their latest efforts.

Curse of Enchantia is an entirely home grown product, with a number of strong points in its favour, not least the fact that rather than being written on the PC and then compromised and shoehorned into Amiga, it's been written independently on both machines, maximising the capabilities and tackling the weaknesses of both.

So why an adventure?

"We looked at Core's existing software range," says Rob Toone, chief coder, "to see if there was a type of game that would complement it. We decided that a graphical adventure game in the Sierra and Lucasfilm mould would go down a treat, especially as I rather like that type of game. So a group of us adventure players sat down and designed the game."

And what a fine band of adventurers they are! Rolf has some considerable games experience; "I started to do the game design and some of the graphics of the 64 version of 'Founder' in 1985. I was then employed as a games designer for the next four years. At this point I started writing simple games on the 64 (for my amusement only). Then I wrote some budget software, both conversions and originals, with myself or a friend doing the







(Left) Our hero finds himself manacled to the wall in a grimy dungeon. A tricky problem was getting the cartoony style of the hero to blend with the realistic backdrops.

(Right) How does Brad stand a chance when presented with such (ahem) terrifying foes? Don't panic, the corridor guard (for it is he) is only a low-level monster.





(Right) Over a hundred hand painted backdrops have been digitized on the Amiga and then touched up to produce Enchantia's splendid visual style.

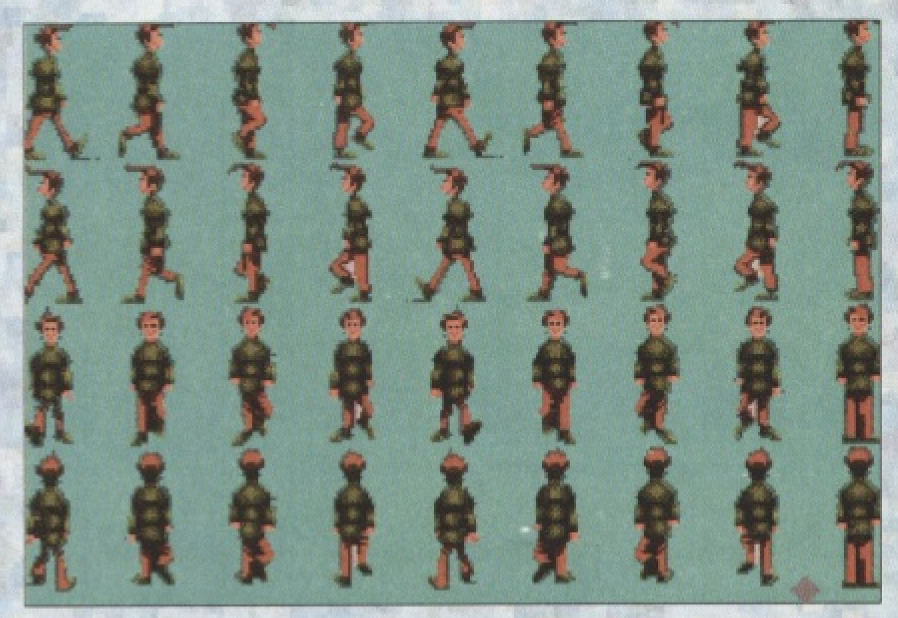
ENCHANTIA

graphics. I was given full price software to do when Core was started. My first 16-bit game was Car-Vup, a game I designed and programmed and, to date, my favourite. Then, I hurriedly wrote Frenetic and finally before this project, I wrote an intro to one of our other games,"

The others have no programming record, but are big fans of the genre. Billy Anderson says, "I don't get the time nowadays for RPG (like in the old days - on paper) but I did when I was younger, in fact. I even used to make up my own when we'd run out of pre-written campaigns!" Rolf Mohr similarly used to play Dungeons and Dragons, and in the past has done illustrative work for Games Workshop; RPG and Adventure emporium of global renown.

Until recently, Rolf was a traditional artist/designer and Billy worked as a television animator for seven years. Rather than struggling to fit into the games-designing environment, both seem perfectly happy in their new roles. "My role I see as being responsible for smooth flowing animation of all characters in Curse," says Billy; "Fortunately, my background in film and television has taught me how to economise on the number of frames each action has without destroying the animation! As well as keeping the animation flowing, I also design many of the monsters, guards etc, who you might meet along the way. I'm left pretty much to my own devices for this job."

The story of Brad, a regular teenager who gets magically transported to a very different world, Curse features a number of similarities to both Lucasfilm and Sierra games, but is in no way identical, as Rob is keen to point out: "Curse has a lot more background locations than the Monkey games and so is quite a lot larger. The text entry system that is employed by Lucasfilm bears every resemblance in the world to our system except they say TAKE and we draw an icon. Also, there is an amazing amount of conversational text is Lucasfilm games whereas we have kept ours to a simple minimum. Lucasfilm gets most of its humour out of its text,



whereas we hopefully get ours from comical animations and daft happenings.

In order to make the player feel that he is involved with a real story, the game was carefully planned before any code was written, as Rob claims, "It took us a whole month to finalise the storyboard. We tried to consider every possibility encountered in the game, the user interface system, when to load graphics etc. And of course draw out every individual puzzle on lots'n'lots of paper."

The designers want to give the player as much control as possible



CURSE OF ENCHANTIA

over the game's hero, Brad, as Rob explains, "He's got 70K of sprite graphics alone. He can be controlled by the keyboard, joystick of mouse. With the joystick or keyboard you move Brad around directly. But with the mouse you move the little have to point where you want Brad to stand and click the left button and he will walk there. If you press escape, the fire button or right mouse button, you go to a panel with the icons displayed. Each icon has its own function and can lead to others, eg, to take an object at Brad's feet, are automatically displayed as icons and you click on the object icon required. Every action apart from movement is controlled from the icon system, even scores and disk functions. Hopefully a picture will say a thousand words and make this system easy to use."

The rather excellent backdrops are achieved through a similar longwinded process to those in the Lucasfilm games. "I hand paint all the backgrounds in acrylics, then they are scanned in. I have only done the minimum of touching up on screen, to join repeated scrolling screens, or improve parts which don't digitise very well." Rolf explains. It's worth noting that since the graphics for the Brad character require eight colours, only 24 others remain for each scene.

The decision to keep the onscreen text to a minimum was essential, according to Rob, "Too much reading can really slow a game down or kill it, like Willy Beamish."

Now, as they near the end of the project, the team allow themselves a brief moment to sit back, relax and reflect on the trials and tribulations of putting the game together. For the first time, everyone has a different opinion "I enjoyed all of it," says Rolf. Billy isn't so sure. "I hated all the colouring and shading. I find it difficult and boring. Making the characters animate - now that's fun!". And as for Rob, where there any niggling annoyances which prevented him from fully enjoying his time with Curse? "I didn't like having to make my own tea and not having a YTS slave. And I didn't like not being able to take the credit for the other lads' work. Apart from that, fine."

And what's next for the trio? "I hope my next project will be science fiction. It's my main strength as an artist and designer. I'd like to try to get as close as possible to simulating interactive film-type games, like a cross between this type of graphic adventure and something with more animation and movement." says Rolf.

"I'd love to do an RPG like Dungeon Master of Might and Magic, as these are two of the best games ever written. And I'd like to get that atmosphere with a few touches of my own," concludes Rob. "I'm also thinking of getting a few friends round to build a space shop, so I can go exploring."

Quite.



WE NEED A HERO!

Yes, just like Bonnie Tyler reminds us so eloquently in that aftershave advert, every game needs a hero. And he's got to be strong, and he's got to be fast, and he's got to be fresh from the fight. So it's a good job that so much attention has been lavished on Brad, Curse's super-flexible lead. Let us introduce you to the man himself, in just some of his poses.




PROJECT:
Curse of Enchantia
PUBLISHER:
Core
DEVELOPER:
Rob Toone (Code), Billy Allison (Computer Graphics), Rolf Mohr (Artist)
INITIATED: Late 91
RELEASE: Sept 92

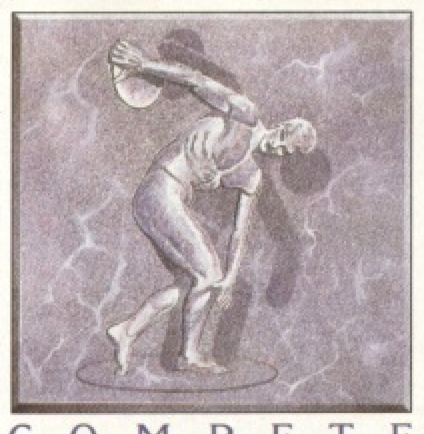
BACKGROUNDS FOR ACTION

The background graphics for curse have received high praise from a most unusual quarter - the designers themselves! "The pure unadulterated and sexy backgrounds are the part that I'm more impressed with," says Rob. Each of the 100 screen "paintings" were first sketched and then painted in acrylic inks by Rolf, and then scanned into the Amiga for touching up and improvements. Since the game isn't being ported down from a VGA PC version, the backdrops are only diluted once in their quality, as opposed to going through the host of conversion processes which normally befall backgrounds in similar games. Billy concludes; "I think they've come out incredibly well - good old Rolf!"



Presents

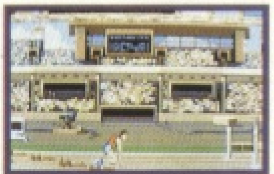
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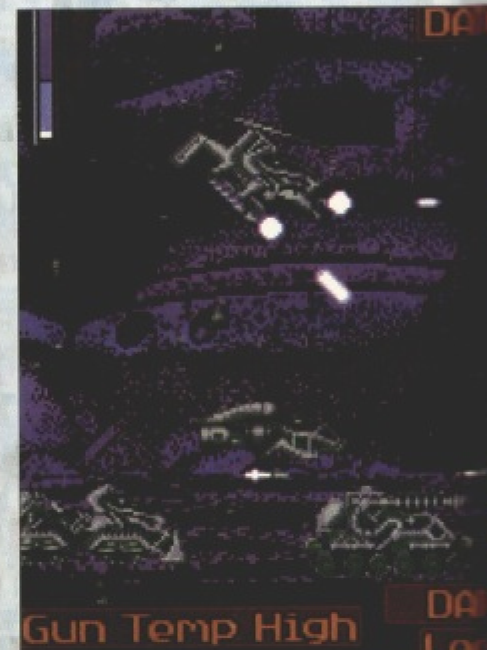
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(Left) Above ground the player's horizontally-scrolling travels take him through hordes of enemy troopers, their specific form varying according to the Time Zone the Walker has been transported to. Suffice to say that as the technology of the enemy improves, the Walker's life gets tougher...

WALKE

"DMA Design! Tell me about your latest game," snarls David 'Dep ED 209' Upchurch. "You have twenty seconds to comply."

Mention DMA Design and what comes into most people's minds? It's Lemmings, of course. Undeniably the biggest computer game phenomenon of recent times, it put the Dundee-based developers on the software map in a big way.

However, DMA Design's first forays into the games arena were far removed from the cuddly, cutesy antics of those green-haired mop-tops. Remember Menace? Or Blood Money? Both were hard-edged blasters that first showed what the Amiga could really do in the shoot-'em-up stakes. Now, with Walker, DMA Design look set to return to their roots with a vengeance.

Readers with good memories may remember seeing early screenshots of Walker around two years ago. At that time it was DMA Design's Dave Jones who was coding the game but since then, due to Dave's commitment to matters Lemmings-y, Ian Dunlop has taken over the programming chores.

But why the long development time? DMA Design's Simon Little, who's is managing the project, explains: "Initially, round about when those first preview shots came out, we weren't really happy with it. We've done a lot of work tweaking to it since then, getting small details in there to make it enjoyable to play even for the hundredth time."

So what's the game's plot? Simon explains: "It's basically a 'time machine' game. It starts off in an arcade and you are a character playing a futuristic arcade machine. You leave the arcade and go home where you find this object on your floor which looks like an old-style cigarette case. You pick it up and it projects a 3D holographic image. This gives you the message that you've been chosen because of your superior game-playing abilities to battle through time."

Sounds more than a little like the plot of The Last Starfighter, n'est pas?

"Er.... yeah," laughs Simon.

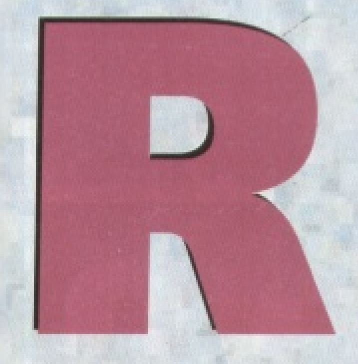
But enough of that. What of the game itself? As Simon sees it, the final game will take place over about four or five time zones or levels set in the past, present and future. Each level is split into two very distinct parts. Simon takes up the story:



(Left) Here the player negotiates the underground section of the Future Time Zone, a massive level crawling with deadly and tough-to-kill android warriors. These platformy sections provide welcome relief to the relentless blasting nature of the surface action.

"The first part of each level has the hero in his Walker machine travelling across a horizontally-scrolling landscape. Your Walker appears on the right-hand side of the screen and various baddies enter from the left-hand

(Above) ...As you can see! In this Future Time Zone the enemy's arsenal includes laser-spitting crawlers and super-accurate Hunter/Seekers, a bit like those seen in the beginning of The Terminator films. The Future Time Zone poses the Walker's pilot with his toughest challenge of the whole game.



side, everything from helicopters to tanks to lots of little men."

As you might have guessed, what ensues is large and copious amounts of hard-core blasting, with the Walker having to kick butt and reach the end of the level. What sets Walker apart from yer bog-standard shoot-'em-up is the look of the Walker and the player's control over it, control that requires the use of both hands!

"The mouse controls your targeting sight, I guess it's a laser-type sight, which casts a cross on the screen ahead of your Walker," states Simon. "The mouse controls the sight's position. The Walker's head then tracks the sight - it doesn't just move up and down, it actually swivels left and right as well so that it looks about. The Walker itself can be moved left and right, stomping backwards and forwards, using a joystick or the keyboard."

Another aspect of Walker that sets it apart from the pack is the animation of the little troopers attacking the Walker and the intelligent way they behave. "The tiny men are about Lemmings' size," explains Simon. "If you leave them alone then they'll line up in regiments and start firing at you. If you start firing back then they'll spread out and avoid your fire.

"Then there are the trucks that come on with men jumping out of the back. Helicopters fly on - if you listen carefully you can hear them playing Ride of the Valkyries [as in the movie Apocalypse Now] - and if you leave them alone men'll be lowered down on ropes. Then you've got men running on from behind the Walker who'll try to attach a rope to the Walker and attempt to trip him up."

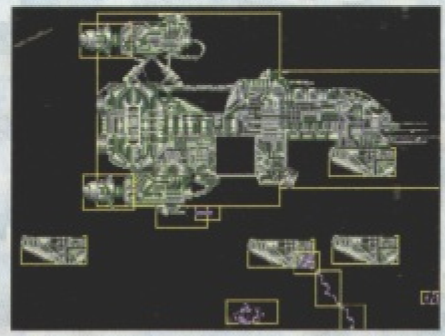
"You blast your way through the level and when you reach the end there's the usual guardian. Once you've shot that to bits you descend from your Walker - this is an animated sequence - and go down a lift shaft into a second part of the game which is a platform-style thing - lots of running around, jumping, shooting, collecting ammo and extras and so on - which also has an element of strategy.

"You have to destroy the underground installation by placing three timebombs in pre-specified locations which are weak points in the installation's structure. You have a computer on hand to help you do this and you can log onto the computer at different points and it brings up a map which zooms in and zooms out and shows you your current position and the positions of the weak points and things like that. When you drop the bomb you have to type in the time you think you need to get out and place the other timebombs so that they all go off simultaneously and you get out safely before the thing blows out. That gets you on to the next level above ground again."

The look of the Walker seems to take obvious inspirations from the metallic two-legged stalking machines featured in the film Return of the Jedi. An inspiration? "Yes, I think that's really where the Walker came from," replies Simon. "Originally the game was mocked up by Dave [Jones] using a Walker-type character and he felt that it'd be a good basis for a classic shoot-'em-up. The final game's evolved from that with the addition of a lot of extra features."

"There are lots of neat things about

(Right) Once past the end-of-level guardian in the scrolly-shooty section, the pilot climbs down from the Walker's cockpit and descends underground into the enemy's secret base. Much running, jumping and shooting ensues as the hero makes his way around multi-directionally scrolling play area, trying to locate the weak points where timebombs must be placed.

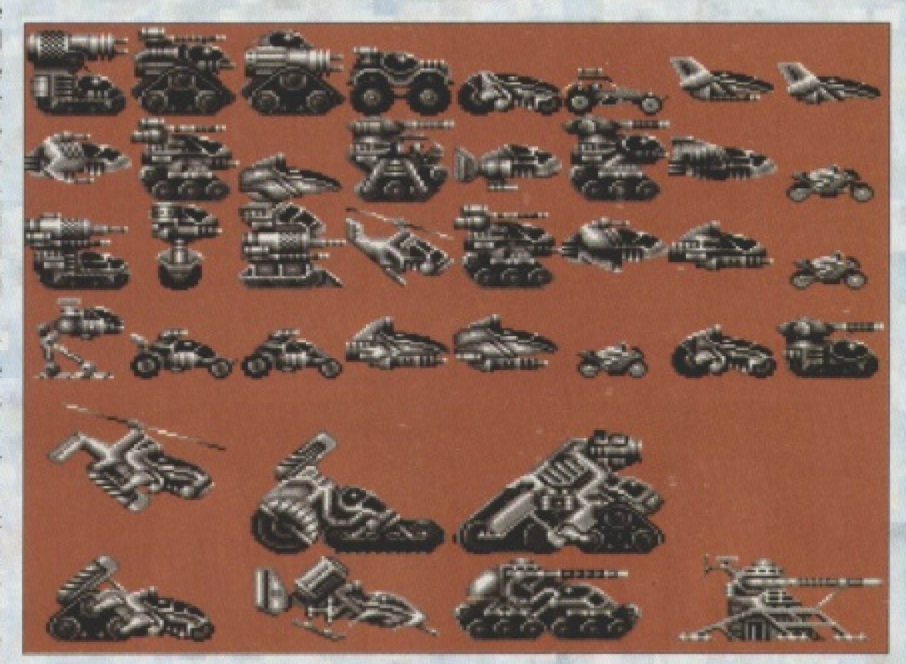


(Left) The entrance to the underground section is protected by the now-obligatory big muvva of a baddy. In the Future Time Zone it's a massive spaceship, as shown here. Note how the ship is built from smaller sprite 'parts' - this allows the ship to appear 'fully' animated while conserving precious memory.



(Left below) The Walker is made up of two individual sprite sections, the head and the legs. While the legs are relatively simply animated and just have to plod back and forth, the head is far more complex and has to rotate and swivel to follow the targetting sight no matter where it's pointed. Although taking ages to get right, the result is very realistic.

(Below) Just some of the many enemy vehicles whizzing around the Future Time Zone, intent on blasting the Walker. The real stars of the show, however, are the beautifully-animated soldiers - it's their antics that really give Walker its unique flavour.



ROTOSCOPING FOR BEGINNERS

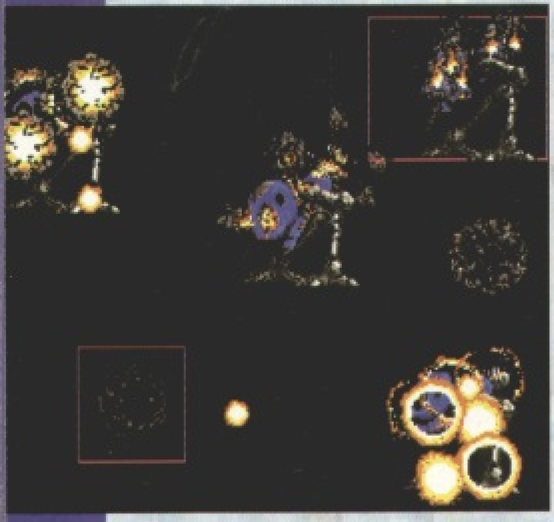
As has become an expected feature of games written by or for Psygnosis, Walker will feature a massive intro sequence. However, in a radical departure from the usual hard-edged ray-traced style made popular by games such as Awesome and Aquaventura, it'll have a slightly more 'naturalistic' style.

"Most of the intro's being done using rotoscoping and some of its DPainted hand animation," explains Simon. To explain a bit further, for those of you unfamiliar with animation terms, rotoscoping is the process where by the animator traces over footage of live characters and uses these tracings as the basis for the final animation. The result is very realistic- and fluid-looking animation.

However, that's not to say there's a total absence of ray-tracing in the intro: "The walker itself has been ray-traced on a Silicon Graphics machine using 3D-modelling software," adds Simon.

So impressed have the DMA Design boys been with the way the modelled Walker looks and move that it may appear in the game. "We have a model Walker rendered in 3D that'll probably find its way into the game by the time its finished," comments Simon. "In the future we're looking at modelling a lot of stuff to get a more realistic look to it."





(Above) If the Walker's shields are worn down to zero, a huge explosion ensues and the player's game ends. Just to rub salt into the wound this graphic sequence is followed by a still screen of the Walker lying destroyed on a pile of rubble. Tragic, eh?

Walker," comments Simon. "One of the best things about it, I think, one of the things which makes people look at the game and go "Wow!", is the look of the Walker, the way it stomps around. Adding to this are the 'clumping' sound effects. There's no music during the game, just loads of sound effects."

Adding to the look of the game is the animation on the aforementioned little troopers, which includes lots of 'splatter' effects when they get blasted. "The characters are quite small but when you blast 'em lots of red appears!" laughs Simon. "When you shoot men in the buildings they fall out and hit the ground with a splat! Also, as well as shooting the soldiers, you can stomp on 'em!" It all sounds satisfyingly gory, a much-neglected aspect of many modern blasters, although whether the family-minded bosses at Psygnosis will let the graphics through unaltered remains to be seen.

Walker boasts the usual list of technically-impressive graphic and programming tricks that one has come to expect from a Psygnosis release, such as 32-colour full-screen graphics scrolling fifty times per second with two layers of parallax. Adds Simon: "We tried for three layers of parallax but it slowed things do too much. We wanted the action to be fast so we dropped the layers down to two."

At last, after the long wait, Walker looks on schedule to finally come out although there's still a fair amount of work still to be done before its Christmas release date comes around. "The top-ground sections are pretty much finished but we're still working on the underground sections to get them right," says Simon. "The problem was we had them both running simultaneously and we thought that the top-ground section needed improving. So we did and it's now looking really good. Trouble is, when you compare that to the underground section you realise that the underground section needs improving as well so we having to get that up to standard!"

The boys n' girls at Psygnosis are quietly confident that Walker will be something of a Christmas hit, so much so that they want to get Lemmings 2 out early to clear the way for Walker's release. Confidence indeed. And, on the basis of what's on show so far, it would appear to be confidence well founded. The shoot-'em-up renaissance starts here.

PROJECT: Walker
PUBLISHER: Psygnosis
DEVELOPER: DMA Design -
Simon Little (Project manager)
Dave Jones (Initial design)
Ian Dunlop (Design, Programming, Sound)
Stacey Jamieson, Mark Ireland, David Hally (Game graphics)
Neil Glancey (Intro graphics)
INITIATED: Autumn 1990
RELEASE: December 1992

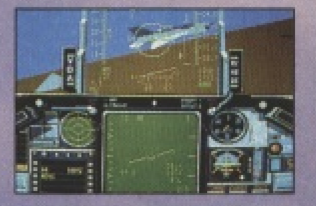
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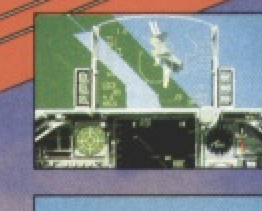


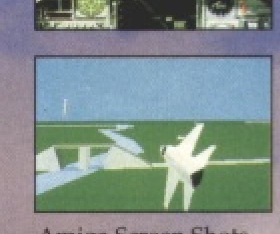
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REVIEWS

AUG 1992

THE SCORES

All elements of our games are rated out of a possible maximum score of a hundred. But what do the scores actually mean?

0-25	**Rubbish. Offensively low quality.**
26-49	**Below average. Not acceptable by today's standards.**
50-60	**Above average. But still plenty of room for improvement.**
61-70	**Fair to good. Lots of nice points, but in no way perfect.**
70-80	**Pretty smart. Above accepted standards.**
81-90	**Extremely good. Top notch impressiveness.**
90+	**Simply excellent. Breathtaking.**

THE OVERALL SCORE

Obviously, at the end of the day, when all is said and done, the Overall figure is the best gauge as to whether the game is any good or not. While representative of the elements, it is not an average of the other scores. That's why it isn't called THE AVERAGE.



JIM DOUGLAS
Jim is one of eleven lucky people from Emap Images to have been enrolled in a top secret training programme. This month Jim's commitment to his personal development enabled him to stay in a 5 star hotel and get in touch with his feelings during the busiest part of the schedule. And what do these taxing and challenging courses involve? Throwing a foam ball to each other and playing a jumped up version of musical chairs. It's tough at the top.

DAVID UPCHURCH
Dave "The Length" they call him. And for good reason. Dave's recently rediscovered swimming prowess has elevated him to superstar status amongst the office ladies. "He's just like that bloke out of that Levi's advert," they swoon. Although we suspect they mean the old bloke sitting buy the pool on a sun-lounger.

GARY WHITTA
Not only has Gutbucket had the privalege of going round for tea with top games guru David Braben and seeing his Elite 2 in all its astonishing glory, but he has also got to review California Games 2.

JIM WILLIS
Good-for-nothing layabout Willis, probably under doctor's orders or something, spent a short time this month off his arse for a change. He's been building a wall in his garden. "A sort of rockery stroke bar-b-q area," he informs us. Still it was nice to see that he did have time to review a game this month. Oh no, actually he didn't.

The main screen is where you'll spend most of your time, giving commands to your units and generally monitoring your progress.

All your commands are accessed from here, but most of them have useful keyboard shortcuts too.

The whole world in miniature helps you keep track of areas outside of the floating map window.

Different type of terrain have different uses; hills can be mined, plains can be irrigated, and so on.

Show the size of your population, the year, progress of current research, cash reserves, and luxury, tax and science rates.

This is where all the action is played out.

Gives info on the currently active unit and shows any other units in the same location.



Civilization

Long-time Barbarian Laurence Scotford gets civilised enough to conquer Sid Meier's latest masterpiece.

Empire building in Sid Meier's Railroad Tycoon proved surprisingly addictive. Laying down tracks between American or British cities and then setting up your own timetables was like having a huge, unlimited train set on your Amiga, and you didn't have to suffer the embarrassment of queuing up behind six year olds at your local Hornby stockist. With Civilization, Meier has applied the same principles on an even bigger scale - conquering the entire world!

The objective, put simply, is to lead your ever growing tribe of people from the dawn of man, through the ages, to become the most advanced civilization on the planet. This vast scheme is played out on a world size map which, populated with tiles representing everything from armies to cities, essentially resembles the sort of thing you might find in any bog-standard war or strategy game. But hold on there, before you yawn and slink off to read the next review, let me reassure you that Civilization, far from being the dry and boring pursuit of train spotting nerds, is actually one of the most absorbing and entertaining games to come the way of the Amiga in a long while.

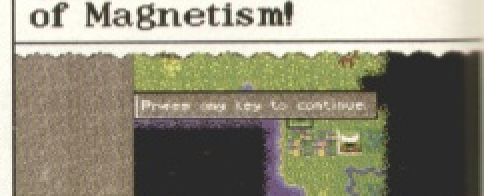
Underneath the slightly tacky graphics, the ugly typeface and the strident soundtrack there's a first class game struggling to be noticed.

If you've played Railroad Tycoon, you'll know exactly what I mean: so-so audio-visuals, but you'll quite happily play it to three o'clock in the morning three nights running.

So how does Civilization work? It's normally a question best left to philosophers, economists, social scientists and their ilk, but in this case it can be summed up quite easily. You begin with one measly flea-ridden rag-bag of a tribe, and your initial task is to found a capital city. Having done that you can use the resources in and around your new home to create a range of useful things, be they soldiers for defence or invasion, settlers and traders to expand and improve your empire, shipping and other transport, or important constructions like temples and universities.



As the game progresses, visits from other empires tend to become more and more frequent. They may want to make an offer of peace or demand a tribute in lieu of invading you. In the latter case they're often just calling your bluff and a raised middle finger is usually the appropriate response.



Major events in the game are flagged by newspaper reports. These can be anything from a new invention, like gunpowder, to the downfall of an empire.

One of the most appealing and the most daunting aspects of the game is that, no matter how many extra units you create during the course of play, you have control over every single one of them, all the time! You can guide your budding empire in exactly the direction you like, as either a peace-loving trading people or a horde of warmongering barbarians. Neither option guarantees success, and whatever you decide, the competition is always tough...



Each city has its own information screen. Here you can change the item that the city produces and the division of lábour within the population.



Population Roster
Shows total population for the city and proportion of happy people, unhappy people, and specialists.

City Resources Window
The resources generated by the city each turn.

Home City Window
Units controlled by that city, and the resources they require each turn.

City Map
Show resources yielded by the land surrounding the city.

Improvements Roster
A list of constructions built in the city.

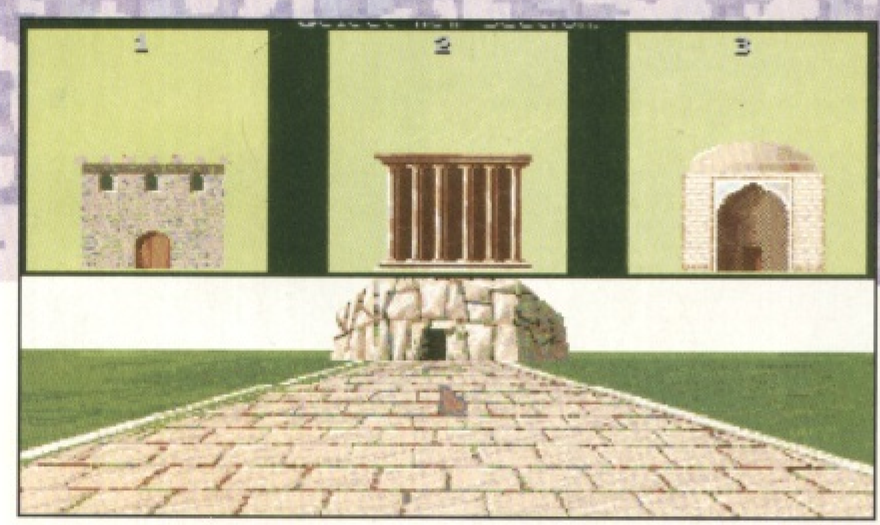
Production Box
Shows the item currently in production, and resources made available for it so far.

Food Storage Box
The city's own grain mountain, stored for future use.

Information Window
Shows a variety of information from units currently stationed in the city to a world map showing locations of that city's own units.

The number shows how large the city's population is. If it's coloured red, the people are revolting!

Each type of unit has a different icon, with the empire they belong to being indicated by the colour.



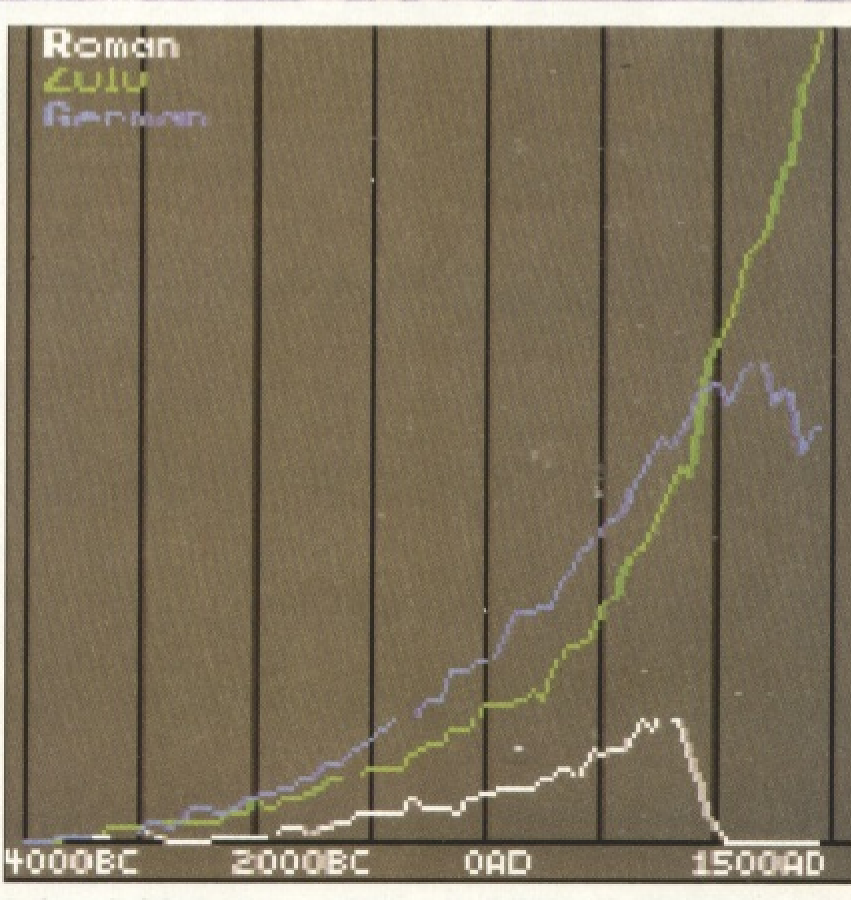
At certain times during the game, if your people are generally happy, they'll all club together and either bolt an extension onto your palace or upgrade an existing bit depending on your taste. You can, if you wish, have an interesting mix of the three styles available.



NUCLEAR
Military Unit

The atomic bomb changed all the standards for measuring military power. The strongest cities and the most powerful ground forces could be erased from the map with the release of just one NUCLEAR bomb. NUCLEAR weapons could obliterate any target. The only viable defense against the NUCLEAR threat was to acquire one's own arsenal of NUCLEAR weapons as a deterrent. It is ironic to many that the development of the most devastating weapon of history was at least partly responsible for the longest period of relative world peace.

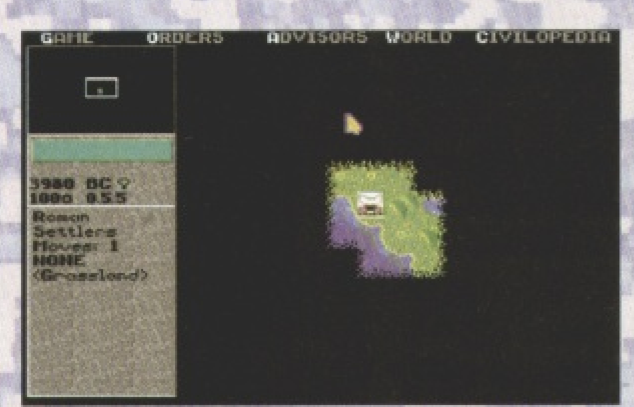
If you thought that on-line help was something you only got with boring business programs, think again. Civilization has a civilopedia which contains help screens on almost every aspect of the game. These are often shown when certain elements first become introduced into the game, when you make a scientific advance for instance, but you can optionally call them up at any time. This is especially useful when you are planning your research in advance.



At the end of the game, you get to see exactly how well you've done compared to other empires. It can often be quite a shock to find that you haven't been quite the king of the castle you thought you were. Your civilization score depends on a number of things like turns passing without any conflict, success at keeping pollution down, advances made and wonders of the world constructed.

THE SEVEN AGES OF MAN

One of the nicest elements of Civilization is the way that the gameplay radically changes as your empire enters each new phase of its history. Logically enough, while romping foot soldiers have a whale of a time pillaging the local countryside during the early part of the game, it's not an advisable course of action in the later stages, when your opponents can deal with the irritating little swine by just dropping a two megaton bomb on them!



The Dawn of Civilization

Life is a breeze. You're about to found your first city, there's apparently no competition whatsoever, and the land looks ripe for exploitation.



Exploration

Having got settled in, ordered the milk and newspapers and other such mundane things, it's time to go out and explore the garden. Those great swathes of black are parts of the globe you haven't explored yet, and they only become revealed when one of your units passes through or near them.



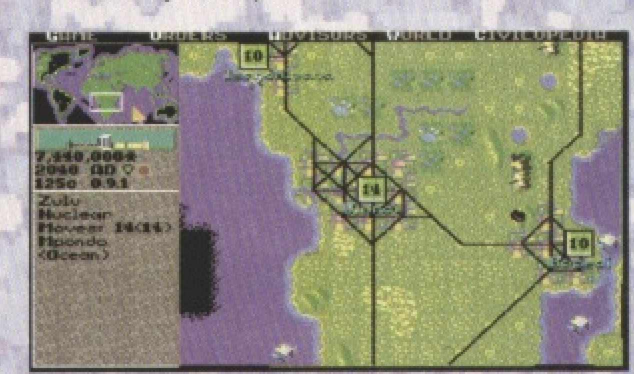
Contact!

Sooner or later you're going to meet the neighbours. When you do, quickly assess how strong they are. If they're puny, you can give them a thorough beating and send them off with their collective tail beneath their legs. If they're bigger than you are, you'd better simper a bit and give them all your sweets, or alternatively make peace and trade with them.



Renaissance

Look we're big boys now! The game starts to get really interesting when you're developed enough to start building real ships, rather than boats that sink when it rains, and have enough knowledge to develop gunpowder.



Industrial Revolution

Progress has it's downside of course. Once you're showing people Watt's Watt with railroads, and you've constructed your first factories, you'll find that pollution begins to rear it's ugly head. You could make like the politicians of course and ignore it, but ultimately that leads to global warming, and ecological catastrophe strikes!



Nuclear Age

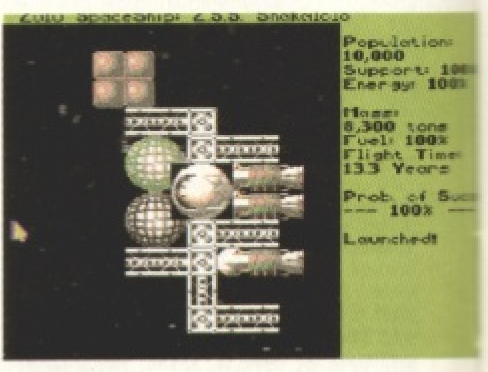
In the golden age of the split atom, your answer to pollution is nuclear power. Like real life though, nothing in Civilization is that simple and meltdown is always a real danger. Nuclear power does have another use of course, and you can merrily create a dozen Hiroshimas, provided you're ready to accept the consequences of course..



Whenever you found or improve a city, or there's a major event like an insurrection, you are treated to an animated view of the happening. These are quite amusing at first, but can interrupt the flow of the game at later stages, so it's fortunate that you can bypass them by just pressing a key.



The intro sequence looks quite pretty in places, but does it tend towards 'long winded and tedious'? You bet it does. Only trouble is, it's used to mask the generation of each new world, so you'll just have to jolly well put up with it won't you?



Space Race

The final phase is the race for space. We're not talking about getting a toothpaste tube to fart its way to the moon here, we're talking colonisation of deep space. After all, you've made a right mess of your own back yard, now it's time to go and drag your muddy feet right across somebody else's living room carpet!





THE VERDICT

Let's make no bones about it, Civilization is a brilliant game. It's got all the appeal that Railroad Tycoon had, but even more depth and variety. This is not the sort of game that you'll play once and then feed to the dog. For one thing, unless you go drastically wrong, each game takes a good ten to twenty hours to complete, and there's plenty of scope for customising worlds or playing at an increased difficulty level or with greater competition from other Empires. In other words, and this is typical of Sid Meier's stuff, you're investing in a game that's going to provide months, if not years, of entertainment rather then days or weeks. I guarantee that the game is compulsive enough to keep you burning the midnight oil for at least a couple of nights the first time you play it. Before I get too eulogistic I ought to point out that the game is by no means faultless. Disk swapping has been kept to a minimum but it is still frequent enough to become annoying. The problem is compounded by lengthy disk accessing between some screens, which is frustrating when all that is loading is a non-essential animated sequence. The graphics are good in some places, but pretty humdrum in general, the game's font is the ugliest you've ever seen and the soundtrack is not the most inspiring in the world. Given that the actual gameplay is so good, these faults can't really be elevated above the level of minor quibbles and are all easily forgiven. If you're turned off by anything more intellectual than Shadow of the Beast then I suppose you can't be blamed for leaving Civilization alone. If not, then do yourself a favour and give it some serious consideration.

HOI

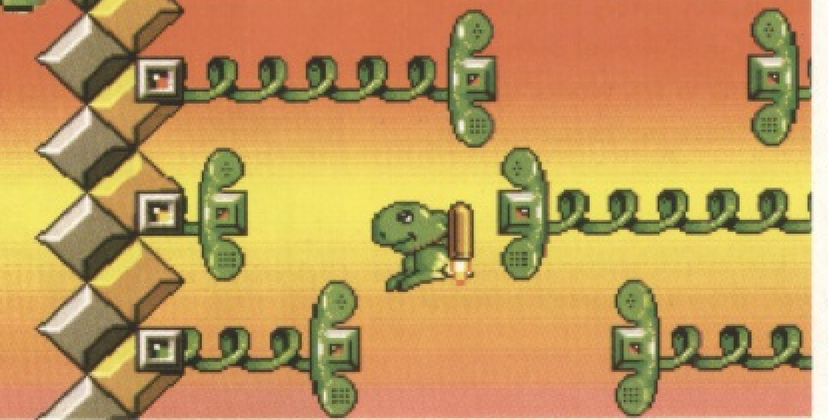
Who out there is man enough to guide Hoi the dinosaur through the derranged and dangerous Madlands on his quest for female companionship? Jim Douglas thought he was..

If you thought Saurs were the sort of thing you developed in your lower facial region after spit swapping sessions with an insufficiently vetted member of the opposite sex, prepare yourself for a shock. Saurs are, in fact, baby dinosaurs from a world strangely similar to our own. Unlike humans, Saurs waste no time killing and maiming each other, but instead single-mindedly pursue their goal of evolution into a super-race of omniscient beings.

However, breeding Saurs isn't as easy as it may sound. For the females of the species, thanks to a rather unco-operative decree by the Saur elders have been moved to the far side of the Madlands, a strange and hazardous place. And so it's the player's mission to guide his Saur through the Madlands (four levels and a final stage), avoiding the obstacles and collecting the bonus points as he goes, eventually reaching the other side and - ahhh! - his prospective mate.

Hoi, the Saur in question, is endowed with particular abilities appropriate to the level he is currently exploring. During the first stage, he can walk left and right and jump, relying entirely on his smooth movement to avoid contact with the baddies. Later, deadly orbs issue from Hoi's mouth and he even sprouts a jetpac to negotiate the tricky third stage.

The biggest question, of course, since you have already worked out that this is a big scrolling arcade adventure is, "has it got anything new to offer?" Well, let's see shall we?

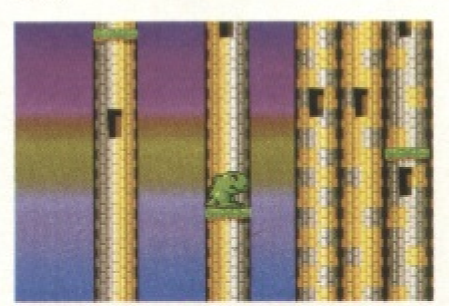


Aiee - phones! Despite the fact that Hoi now has himself equipped with a shiny and by all accounts highly desirable jetpack, he still has occasional bouts of technofear. And who can blame him when he's presented with such fiendish problems as a veritable exchange of telephone receivers, all gliding back and forth at different speeds. Using your skill and judgement, you must help Hoi scale the top of the tower of telephones emerging at the top to face even more sticky baddies. In these taxing set-pieces, the re-start block reduces the player's sense of frustration considerably.

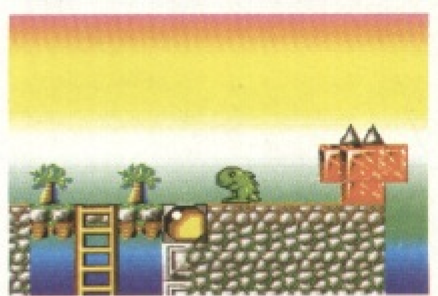


(Left) For a cute green dinosaur, Hoi can certainly pack a punch. Here, when faced withe the deadly cylindrical ufo's he can dispatch them by spitting little bombs at them. While the game doesn't feature anything as sophisticated as inertia or gravity - Hoi's "bullets" just go in a straight line, and his jet-pack will keep him hovvering all day without touching the joystick once if so required - these stages work perfectly well, and provide some rapid thrills once all the jumping and maze exploration has been dealt with.

(Right) Here we are on level 2 and Hoi finds himself presented with a simple but by no means easy problem. Brightly coloured planes glide from right to left along the construction sight, bashing into poor Hoi's head. The solution is to just time your jumps correctly and head for the ladders on the right side of the screen where - magically - the planes do not live.

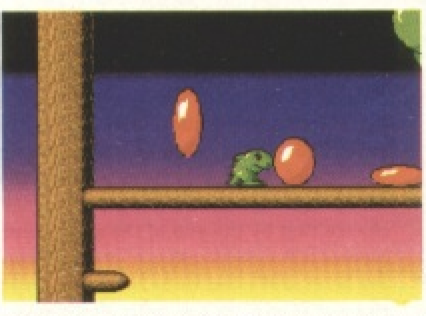


One of the least impressive aspects of Hoi is that occasionally the player is forced to make blind leaps into thin air, only afterwards finding out if he has leapt the right way or not. Here, Hoi is clambering down a set of long towers. Unfortunately, since he can't see what lies below him, Hoi is forced to indulge in just such a tedious sequence of trial and error drops.



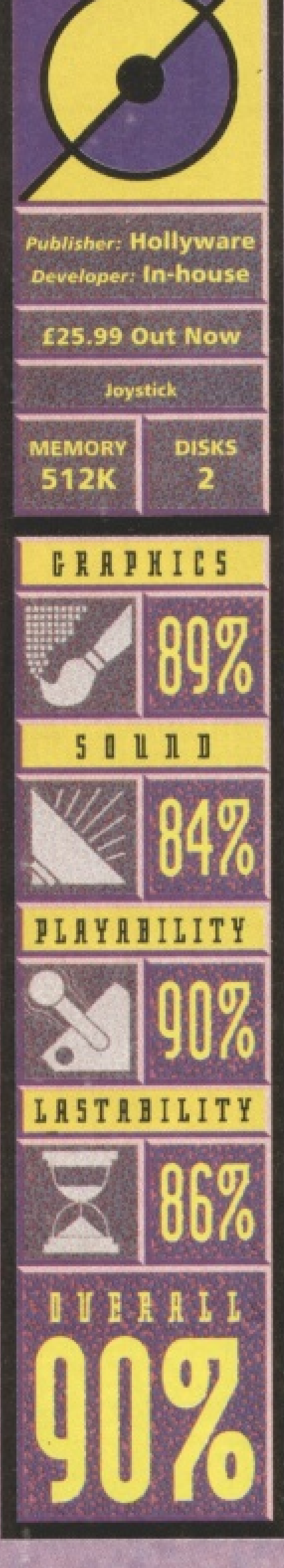
Glowing crystals set in metal cubes are not gaudy jewelry but in fact marker points which prevent Hoi having to return to the start of a huge level each time he loses a life. Since Hoi is killed rather easily by virtually everything in the Madlands (indeed, a fall measuring only slightly more than Hoi's height will do for him) this is a Good Thing.





(Above) Here in the maze in level 3, Hoi is not only presented with the standard Which Way Now dilemma, but the additional hurdle that the maze is almost entirely unlit. Thankfully, Hoi and his deadly spitglobs emit powerful patches of light. And so does the enormous mechanical snake which races all round the maze. How to get out of the maze? Why, backtrack along the snake's path, of course.

An early problem but one indicative of the standard obstacle fare which our Saur must negotiate before he can reach the other side of the Madlands. The Bouncing Balls, true to their name, bounce up and down in an entirely predictable pattern. While scaredy bottlers will sit on the left of each ball, trying to work out when it's safe to run, true hardmen like us will work out that it's possible to run through the whole lot in one go without stopping. But then we wouldn't like to boast.



THE VERDICT

So what, you will surely ask, can warrant Hoi's simply soaring scores. After all, it's only an arcade adventure, isn't it? Well, yes. But Hoi is an arcade adventure so pure that it brings back all those memories of what games used to be about. For a start, since Hoi's controls - at their most convoluted - only involve left, right, up and shoot, the player's attention is focussed on making the character work properly and inventively, rather than running through a limitless number of permutations of possible moves.

Hoi's environment is also very simple. Essentially, it's just a group of four landscapes with a number of checkpoints for each. But this simplicity makes it possible for the individual problems facing the player to be made more tough.

Graphically, it's pretty standard fare. Regulation parallax backdrops scroll behind stone and wood foregrounds that we've seen many times before. But even here there are plenty of innovative touches, such as the stage where platforms are hidden in the parallax background and only available when Hoi moves, making an otherwise predictable ascent up a narrow shaft positively gripping.

Inevitably, Hoi will be dismissed by many as simply another arcade romp and there's no doubt that elements seen here have been done better in the likes of Robocod and Harlequin, but for all that, it seems so offer something just a bit more rounded than either of the other two in my book.



INTERNATIONAL CHALLENGE



Giddyup! Hilarious as it may look, the horse riding is rather exciting. Despite the fact that the big horse's head makes you feel as if you're on a merry-go-round at the fair rather than astride a mighty stallion, this section plays most agreeably. The scanner in the top of the screen guides the player to the appropriate jump, and simply joystick controls make the horse go in the right direction. The best times combined with a clear round win the day.

Summer may well mean sea and sun, but it also means sports games by the cartload. Jim Douglas limbers up on the sidelines to take a look at Empire's latest

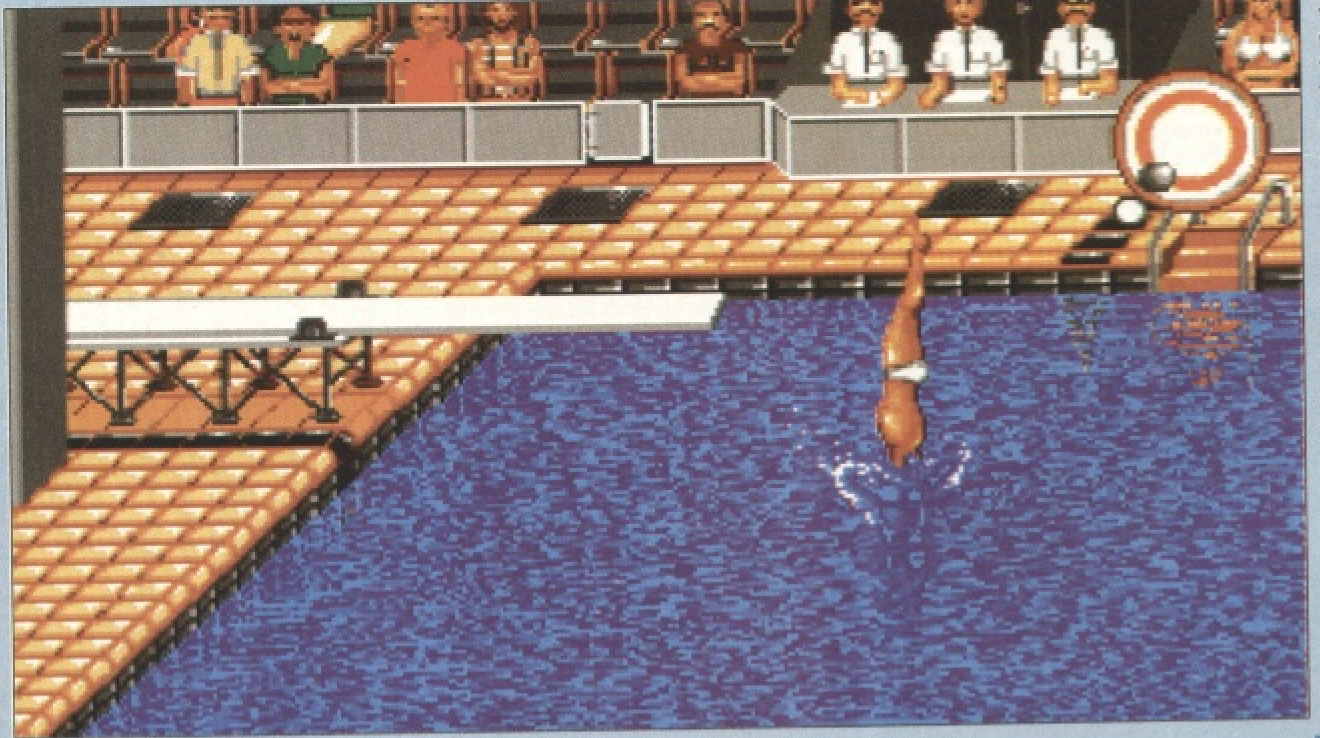
Oh for God's sake! Who are Empire trying to kid? It's bloody boiling out there and they're trying to make us run about and cycle and swim in some infernal sports game. Much as strenuous physical activity is absolutely out of order in such blistering conditions and the only jogging even worth considering is the horizontal variety, this particular offering is in fact worth a look, being one of the more enjoyable sportsters of the moment.

International Sports Challenge is, in distinction from many sport games currently available, no simple stick waggler. Instead, it's a medley of events designed to realistically emulate the details of six international sports disciplines in some considerable detail.

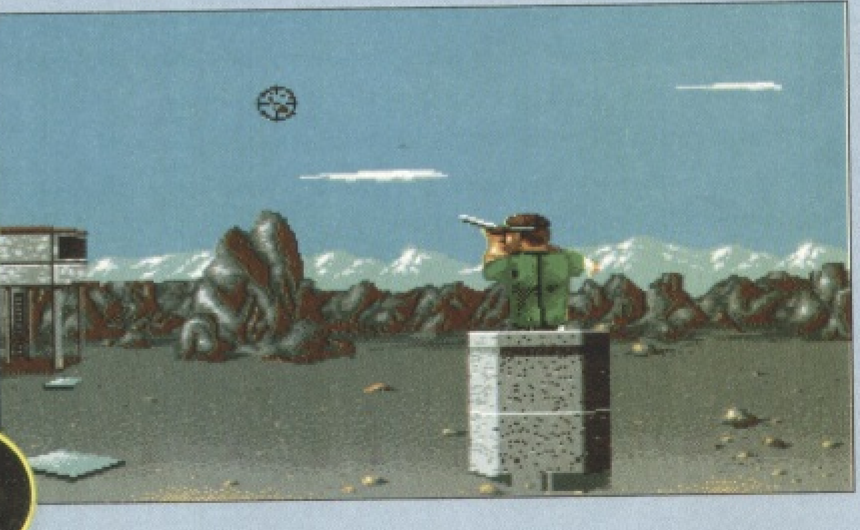
But don't let that put you off. Although the game doesn't score quite so highly when it comes to high adrenaline, stick waggling excitement, each event is significantly different from the rest, making each a new challenge. You feel as if you're learning a new skill, rather than just waggling a different set of sprites into life.

As you would expect, you can pick and choose which events you fancy and play any combination you like. The marathon is the only exception here since, true to its name, it is a bloody long event, the idea being to play the marathon along with the others, returning to check the progress of your runner as he slogs out the miles while flitting between the shorter events.

(Below) Now that's how the professionals do it. Before attempting a dive, the player can watch a computer-controlled demonstration of how it should be done. Thie serves a useful purpose, since the player can watch and then attempt to immitate the joystick movements represented by the rather natty set of circles in the top right corner of the pic. The inner circle represents the power of the take off from the board, which pulsates on the first click and locks on the second (the aim is to catch it when the diameter is widest). Then, the little grey ball will move around the circumference and the player's joystick position (the other little ball) must follow it in order to perform the dive correctly.



(Right)Like the other shooting events, the target range is virtually impossible to do well at when played with a joystick since it requires speedy sight-whizzing. At first the targets move round slowly and you'd have to be Elmer Fudd in order to miss the bulls-eye. Later rounds are far more tricky, with the targets turning away almost before you've registered they're there.



Blam! The skeet shooting is quite a laugh. The player cycles through a number of 'stations', each programmed to launch skeets (clay pigeons) in particular combinations. The aim, obviously, is to blast as many skeets as possible. Mouse control is by far the best here, since much swift sight-shifting is necessary. The player can move very freely, and the background rapidly scrolls to keep up with even the most erratic movement. Remember, you've only got two shots per 'launch' and wasting one will require some spectacular two-birds-with-one-cartridge antics to maintain a decent score.

IT'S SO

Never has a sub-game been more aptly described than Sports Challenge's 'Marathon'. Absolutely every detail of the whole race is chronicled and there's a good chance that by the end of the event most players will indeed collapse into a gibbering heap and need to be wrapped up in some of that Mars Bar tinfoil. To prevent the, er, boredom of such a lengthy event hampering the players' enjoyment, the marathon runs throughout the whole game, with players returning to check on the progress of their runners after completing each of the other events.

SPORTS

(Above)Bullseye! A rather slick derivation of Duck Shoot is The Boar, a simple accuracy/speed test where the player must get as many shots out of a possible five into the highest scoring area of the each boar's target.

(Above) The purest waggler in the suite is the cycling. Two race styles are available (a straight race or a pursuit race, where your opponent starts on the opposite side of the track and the aim is to catch each other) and the races are held over different distances but whatever the choice the aim is simply: waggle like a good 'un. All steering is handled by the computer and it's simple pedal-power that will see you through.





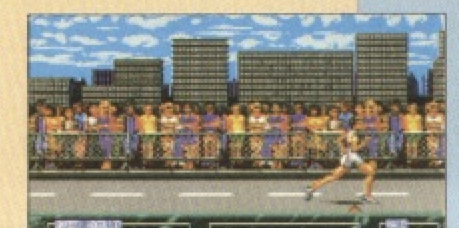
(Above) Darn! That close! It's all very well being able to yank one's crank very fast, but doing it smoothly and breathing (with the FIRE button) at the correct times makes all the difference between winning and losing.

SATISFYING!

(Top Right) That marathon course in full. This is where the players can actually be seen making their progress and from where the main aspects of their runner's statistics can be examined and altered.



(Bottom Right) `Elements like speed and rhythm are affected with simple stick waggling (the more you waggle over a five-second period, the faster your runner will go over the next stage) while other factors, like should he have a wipe with the sponge or have to drink at the next stage, can be altered without any joystick bashing at all.

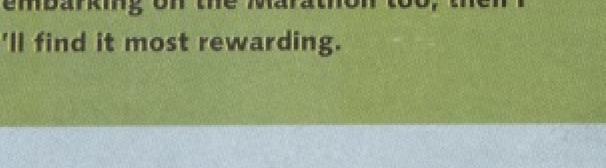


THE VERDICT

While I was a little disappointed to discover that Sports Challenge isn't Track & Field for the 90s, I was most chuffed that Empire has steered sufficiently clear of all the ghastly menu-wading that often accompanies 'detailed' sports games. Every event, apart from the marathon, can be played individually or in any combination with a minimum of fuss.

Considering that there's such a variety of sub-events (which diving board you wish to use, what sort of riding event, etc), it's a blessing that you can jump in almost immediately. It's a shame that you can't quit back to the menu with ESCAPE if you do select the wrong one, but it's hardly the end of the world.

Visually, Sports Challenge is not exactly a work of art, but at least the programmers haven't taken the easy route and made the competitors simply look 'funny'. Even in the places where the graphics don't work especially well, it's a refreshing change to be able to actually believe you're controlling a real human being, instead of a super-human sprite. The biggest let down of the whole package is the Trap Shooting, which looks like a bit of an afterthought, with some ropey and uninspiring graphics. It simply can't compare with the excitement of the Skeets and it looks a bit hurried. On the whole, Sports Challenge is a thoroughly enjoyable and entertaining sports sim. If you're feeling heroic enough to attempt every single event, thus embarking on the Marathon too, then I suspect you'll find it most rewarding.







AQUA VENTURA

After literally years in 'development Hell', Psygnosis finally unleash Aquaventura on an unsuspecting world. But, ponders David Upchurch, is it worth the wait?

Curse those alien scumbags! They've only gone and invaded the Earth again. And, of course, there's only one man who can save the planet blah blah blah. Since Aquaventura's been in development for nigh-on four years, you'd think Psygnosis would be able come up with something slightly more inspiring than this. Even the company's manual writer recognises that this is a pretty crappy old excuse for a plot and has written the scenario in an amusingly 'tongue in cheek' style that compensates for its banality.

But, as we all know, at the end of the day it's the game that's important, not its plot. So, does Aquaventura make the grade? Well... almost. It's essentially a 3D shoot-'em-up. In his AquaCraft, the player skims over the surface of a vast ocean populated by the bizarre and totally hostile Spurcians. Each level's ultimate aim is to destroy a giant pyramid guarding the passageway to the next level. However, these pyramids cannot be destroyed until the solar generators powering its shield are destroyed.

Having opened the passage the player has to tackle the obligatory end-of-level monster before flying through a wildly-snaking tunnel to a weapons depot where the AquaCraft's shields are replenished and its weapons enhanced before it is thrown out into yet another battlefield. There are eight levels in all, with the Spurcian presence and the number of generators to be destroyed increasing in each.

THE VERDICT

Games that spend years in development tend to fall into one of two categories; they're either completely amazing or completely disappointing. Sadly, Aquaventura is an example of the latter. Depicting the action using a blend of sprites and polygons is an interesting idea but the image update is sluggish and the game's look, despite some nice ray-traced sprites, is drab. Some of the 3D animation between levels is quite nice, though. Sound is equally inspiring - to say that the best sound effect is the metallic clang when your ship hits the sides of the tunnel probably gives you some idea of the quality of the rest. However, for all this aesthetic criticism, I actually found Aquaventura quite enjoyable to play. The action couldn't be described as fast but the well-defined aim makes it surprisingly engrossing although it is a bit easy (something of a first for a Psyggy game); I got halfway through the game on my fourth or fifth go so I'm sure that a lot of you out there will finish it within a couple of days. The big black mark against Aquaventura is that Graftgold's Simulcra did this sort of thing much better and a lot faster about two years ago on the MicroStyle label so if the concept of Aquaventura appeals then you'd be much better off scouring the bargain bins for that instead.





The Spurcian breed are many and varied and are produced by black slabs that rise out of the ocean's surface. By shooting the slabs the player can slow down the alien attack. However, this wastes valuable time and the player tends to be better off ignoring the aliens and concentrating on the main task of destroying the pyramid.



The pyramid conceals the entrance to the tunnel to the next level. Having destroyed the generators the player can start blowing up the four shield casters dotted around the base of the pyramid. Lining up on the casters is a lot more difficult than it sounds and it's often a good idea to use one of your limited supply of three homing missiles to get the job over and done with.



THIS MONTH:

Aiieeee! Kill Zone! Yes indeed, two new words to strike terror into the very heart of the games writing community. Why? Because the Kill Zone is the location of the most excellent hints, cheats and maps, guaranteed to help you through the most tortuous and tricky stages in the hottest games of the moment. Month by month, the pull-out sections will build into an enormous and unsightly pile of paper/thoroughly useful tome of reference (delete as you see fit) detailing all the stuff that you really want to know about the most popular games of all time.

You surely must know the routine by now. Take a firm grasp of the Killzone pages, hold the rest of the mag with your other hand and pull your arms apart - shazam! In one easy step you have turned the world's finest Amiga magazine into, er, the world's finest Amiga magazine PLUS a standalone supplement. Crazy eh?

SENSIBLE

It's the best football game money can buy. It's also bloody hard. Which is why you should thank Sensible Software's Jon Hare for providing you with these top tactical tips...

This is a simple one, and a technique favoured by goal-greedy glory-hunters. You can try this from the kick-off - run straight at the goal down the centre of the pitch, and as you cross into the area, just before reaching the penalty spot, boot the ball and apply serious aftertouch to the left or right. This should send it swinging into the far corner of the net, out of the goalie's reach.

Powerful headers from the halfway line are a useful way to return your opponent's goal kicks. It can put you in a fine scoring position by catching the defence unawares.

SOME HANDY HINTS

● When taking a goal kick, always wait until the opponent's striker has moved well away from your keeper. This prevents any unecessary disasters.

● When attacking, keep an eye on the goalkeeper's fumbles - especially with the naff teams - and be ready to capitalise on them.

● Don't try to head the ball into the net too close to the goal - they will nearly always hit the bar or go over.

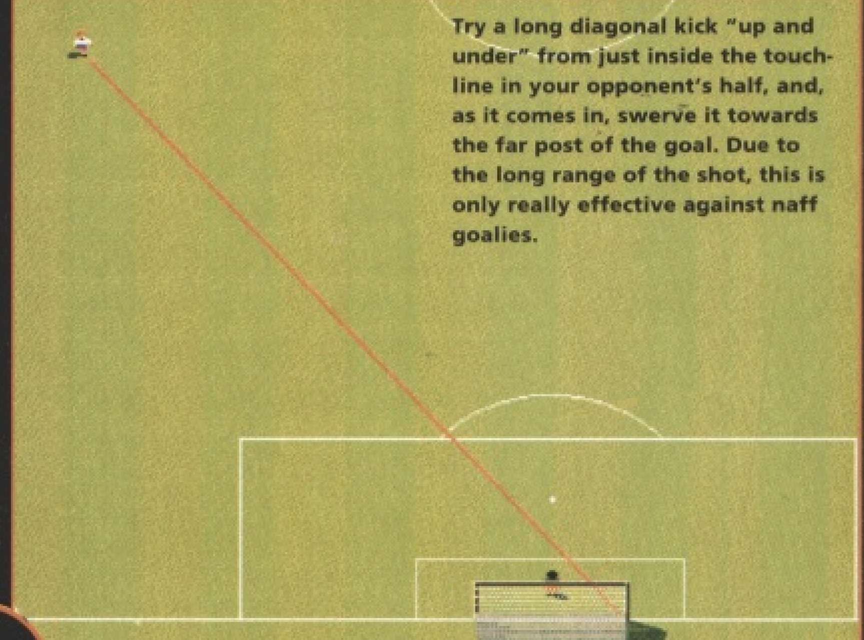
● If you need to get to the ball quickly, remember that you can gain an extra burst of speed by diving or sliding.

● Always use the "View Oppo" on the pre-game tactics screen and mark up on opposition star players.

● Putting an outfield player in goal, however japesome it may seem at first, means certain death. Don't do it.

● If you're in the lead with a short time remaining, call up the Bench and choose Defend as your formation. This closes ranks on your goal and lessens the chance of a last-minute equaliser. Likewise, use the Attack formation if the situation is reversed and you desperately need a goal.

● Don't bother trying to dummy a computer player - it's virtually impossible to do.



Try a long diagonal kick "up and under" from just inside the touchline in your opponent's half, and, as it comes in, swerve it towards the far post of the goal. Due to the long range of the shot, this is only really effective against naff goalies.

SEEDINGS

Sensible Soccer doesn't specifically tell you how good teams are, so here's a handy list of seedings that puts them in their place. With this as reference you'll have a better measure of the team you're going up against.

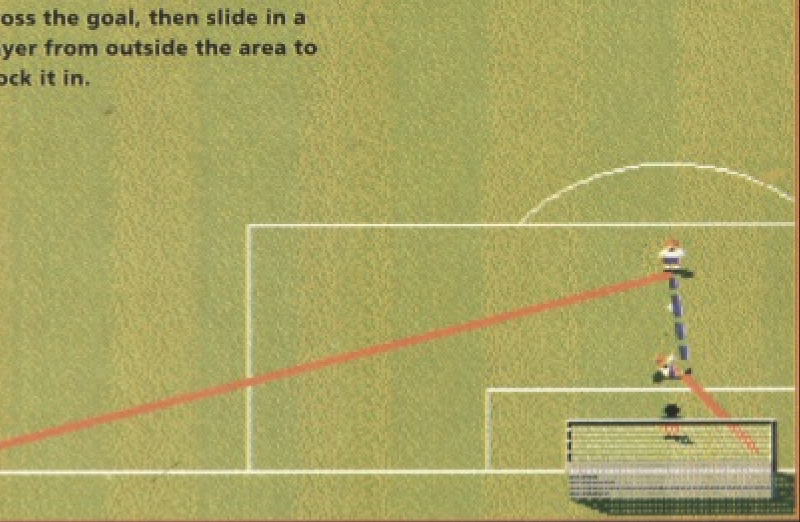
CUSTOM TEAMS

The list runs downwards, with the

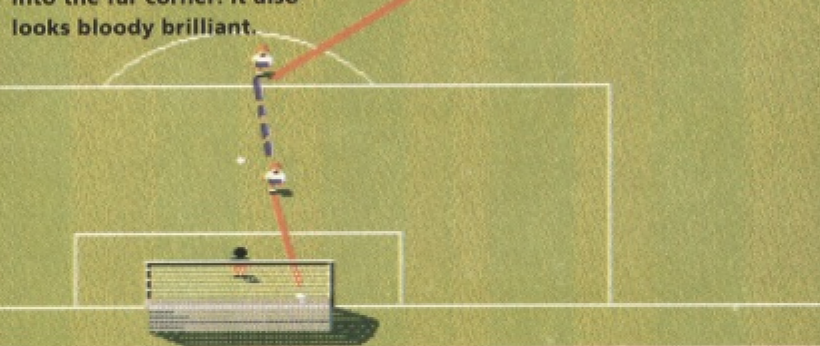
Pass corner kicks to the player at the near side of the penalty area, then move him a little towards the goal. As you cross the near post, boot the ball and swerve it hard in towards the goal. With luck the keeper will be stranded and the ball will sail in.



SOCCER



An alternative to the near-side corner technique is to lob a shot from the corner spot straight across the goal, then slide in a player from outside the area to knock it in.

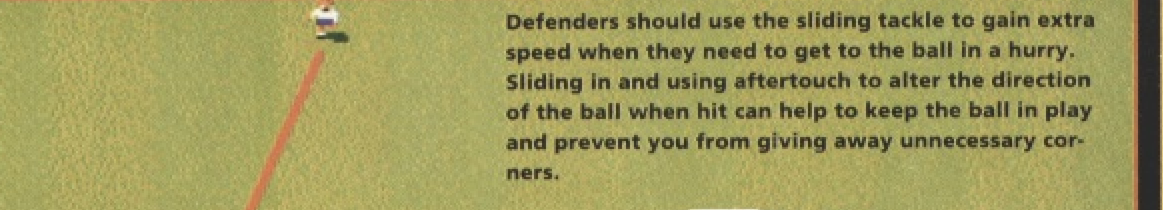


Sensible refer to this one as "the ultimate goal", and scoring one should be the high point of your career. Boot the ball towards the goal from far out and, as it starts to come down, send in a striker with a diving header. As the player makes contact with the ball, use aftertouch to send the header off at a diagonal. This will baffle the keeper and send the ball into the far corner. It also looks bloody brilliant.

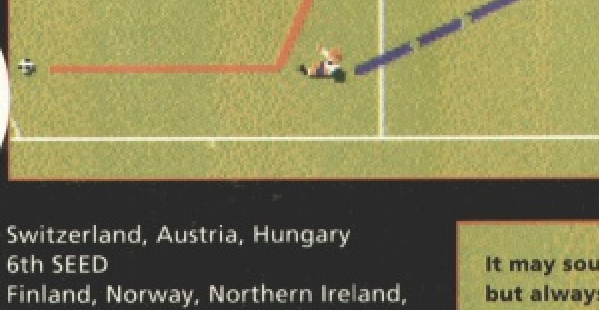
best teams at the top and the worst at the bottom. Simple, really.

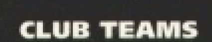
NATIONAL TEAMS
1st SEED
England, Germany, Holland, Italy, France
2nd SEED
Yugoslavia, Republic of Ireland, CIS, Romania, Czechoslovakia
3rd SEED
Poland, Belgium, Sweden, Spain
4th SEED
Scotland, Bulgaria, Portugal, Denmark
5th SEED
Wales, Switzerland, Austria, Hungary
6th SEED
Finland, Norway, Northern Ireland, Greece
7th SEED
Turkey, Albania, Faroe Islands, Luxembourg
8th SEED
Malta, Iceland, Cyprus, San Marino

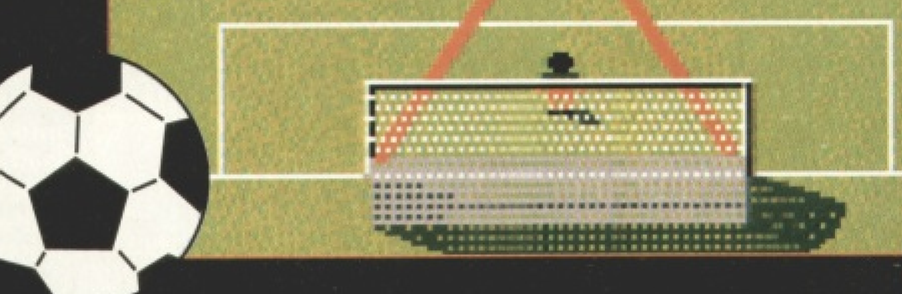
CLUB TEAMS
The top club teams are... AC Milan, Liverpool, Barcelona, Internazionale, Red Star Belgrade, Real Madrid, Juventus and Bayern Munich.



Defenders should use the sliding tackle to gain extra speed when they need to get to the ball in a hurry. Sliding in and using aftertouch to alter the direction of the ball when hit can help to keep the ball in play and prevent you from giving away unnecessary corners.







It may sound obvious, but always try to aim penalty kicks towards the far corners of the net. The keeper will nearly always save shots near the centre of the goal.

MONKEY

Oh me deary-ohs! That accursedly-good Monkey Island 2 is causing much toil and trouble across the nation. But hold, Cap'n - complete solution ahoy!

PART 1: THE LARGO EMBARGO



1 After watching the intro, walk into Ticktown, where you'll be promptly mugged and left penniless by Largo LaGrande. Don't bother exploring Ticktown yet - there's plenty of time for that later. Instead, get the shovel off the sign by giving it a yank. Head for the swamp...



2 ...Climb into the coffin and paddle until you find the Voodoo Lady's shack. Once inside take a length of string (you'll find the reel amongst the junk on the shelves) and then have a chat to the Voodoo Lady about what you've got to do to get rid of Largo. Now, time to visit the graveyard...

3 ...Walk to the knoll to the back of the graveyard and search out the grave of one of Largo's relatives. Start digging with the shovel and keep going until you have a half-rotten bone in your possession. Yuck! Leave the graveyard and make for the beach...

3





5

4 ...On the path leading to the campfire you should see a stick. Grab it and return to Ticktown...

5 ...Go to the Bar ship and sneak into the kitchen via the ship's rear windows. Don't worry about the cook 'cos he'll pay you no attention. Pick up the knife from the table and leave by the same way you came in...

6...Go to the Inn ship at the end of the jetty and cut the rope tethering the baby crocodile to the beam. The Innkeeper will chase after the scarpering croc, enabling you to grab some Cheese Squigglies from the croc's dinner bowl and...

7 ...Sneak into Largo's room. Grab the toupé from the dressing table

ISLAND 2
LeChuck's Revenge




9



7

8

and leave sharpish before Largo turns up. Toddle off to...

8 ...The Laundry ship. Have a chat to the Men of Low-Moral Fiber™ just for the heck of it then try to grab the bucket. The MoLMF™ will get a bit stroppy so get a bit stroppy back and you'll get the bucket. Time to go back to the swamp again...

9 ...Scoop up a load of muddy swamp water with the bucket and head back into town...

10 ...Slip back into Largo's room and close the door. Prop the mud-filled bucket on top of the door, hide behind the dressing screen and wait. When Largo enters he'll get covered in gloop and run off screaming to the Laundry. Follow him...

11 ...After a bit of a scene Largo will order you to pick up his clothes. Return to his room, get the laundry ticket from the back of the door, go back (again!) to the Laundry and give the ticket to Marty. Mmmmm, nice! Time to pay a visit to Wally the Cartographer...

12 ...Grab a sheet of paper from the pile on the desk in the foreground. Hang around and when Wally puts down his monocle to rub his eyes make a lunge and grab it. His cries of despair will break your heart so leave for the Bar as soon as possible...

13 ...Chat to the barkeeper to kill time until Largo turns up. Largo will gob on the wall and leave. Use the paper to mop up some

MONKEY ISLAND



10


14


11

of the spit. You now have all the stuff you need to make your voodoo doll so go and see the Voodoo Lady...

14 ...Give the Voodoo Lady the grubby bone, the toupé, the bra and the spit-covered paper. After a bit o' magic the Voodoo Lady will give you a Largo doll and some pins. Go back to Largo's room...

15 ...As soon as Largo appears use the pins on the doll. Largo will yelp and clear off, but only after knicking LeChuck's living beard off you! Bad move...

16 ...You should find yourself back in the Voodoo Lady's shack. She'll give you a handy book on Big Whoop and some very bad news about LeChuck - he's back and he's bad! Best get off Scabb Island sharpish...



12



13



2 LeChuck's Revenge







17 ...Return to the Laundry. Use the stick to prop the box lid open and put some Cheese Squigglies inside. Tie the string to the stick and move away from box. Then, when the scampering rat nibbles at the cheesy delights, pull the string to trap it. Open the box and pick up the terrified rat...

18 ...Pay a return visit to the kitchen and drop the rat in the soup cauldron...

19 ...Go around to the Bar and ask for some soup. The barkeeper will have a huge argument with the cook, sack him and then offer the job to you, a week's wages in advance. Escape the kitchen via the window and walk back into the Bar to get a prompt sacking. Ha! Money for nothing! Leave and...

20 ...Trot off to the peninsula where you'll find Captain Dread. Chat to him and when he complains that he can't leave the island give him Willy's monocle. Flush with cash as you are, he'll gladly charter his ship to you. More adventures ahoy!

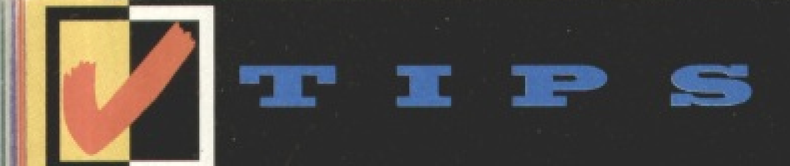








NEXT MONTH! The rollickin' adventure continues with the second part of this complete solution!



THE ADDAMS

HOW TO GET TO THE SECRET BITS



Here we are in the bottom left corner of the Hallway. Most of the regular doors we're sure you've explored already. But what about this one? Stand immediately beneath the door you can see and push up. Zing! A magic door appears and leads you through to the crazy world of Behind The Stairs.

Here, behind the stairs, Gomez can turn himself from a poor helpless greasy-haired git into a super-tough cash-rich top fella. Remember, for every twenty-five dollar signs collected, Gomez gets an extra heart. For every 100, he gains a new life. So don't regard scooping the coins as a simple points-scoring exercise, cos here, money really can help you live forever!



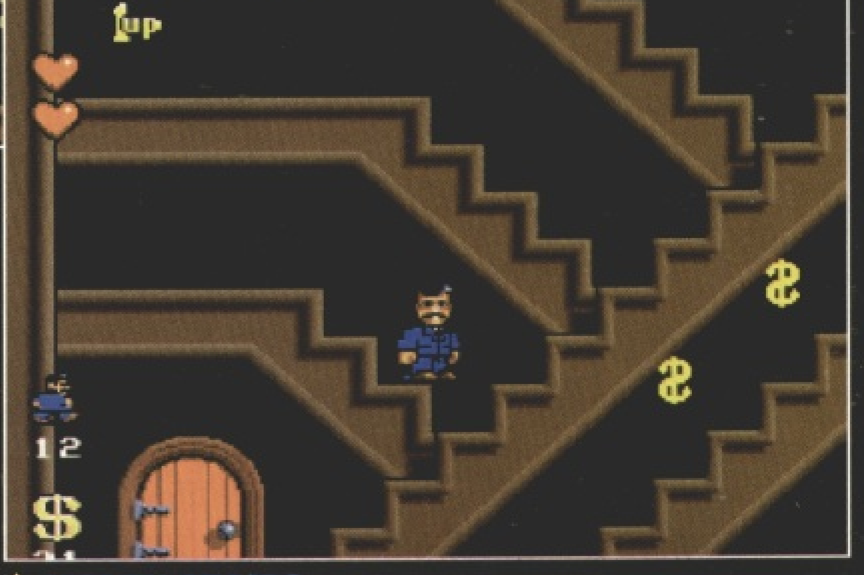
FEZCOPTER ROOM ▶

Aha! - The Fezcopter. Take a running jump and grab the copter, then head out of this room, up the stairs and into the More Coins room. If you've moved fast enough, you'll be able to get to the top set.



▲ MORE COINS

Here Gomez is presented with a big bunch of coins, but no way or reaching those in the top half of the screen. Jumping won't do it and there's no other way into the room. The answer? Find the Fezcopter!



▲ MONEY STAIRS

Coins aplenty can be scooped here. Remember that every 25 coins means an extra heart.

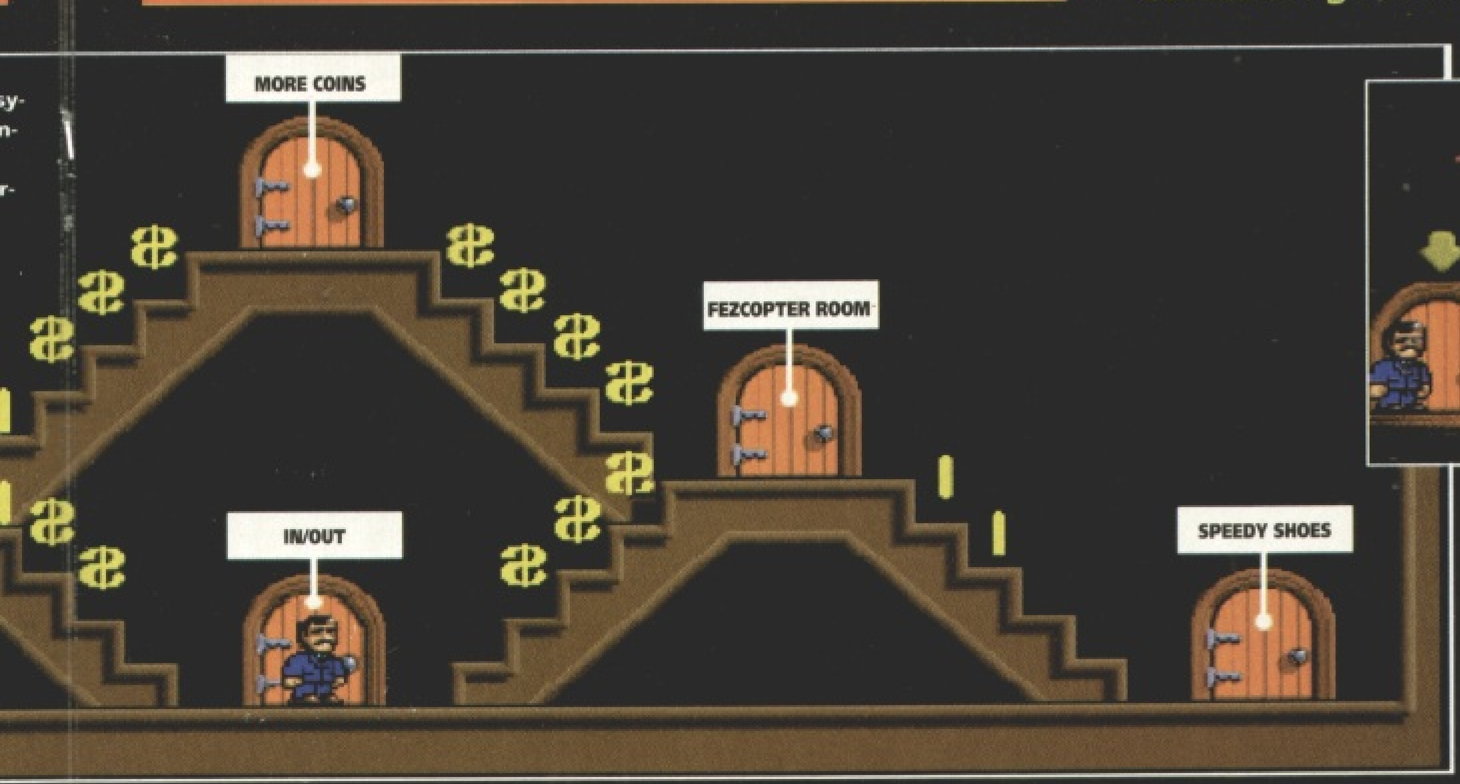


IN/OUT

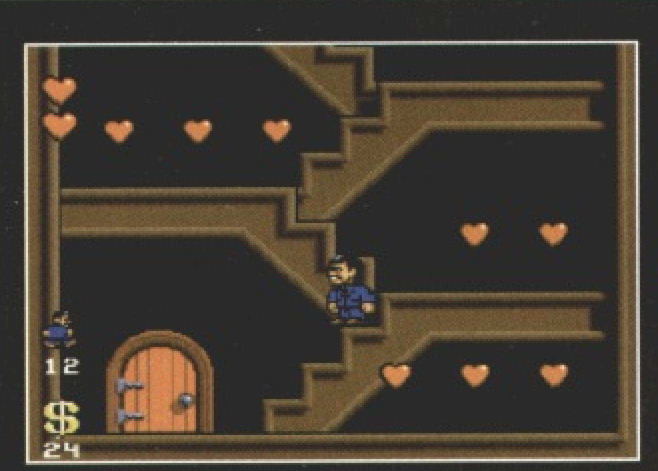
This, obviously, is the entrance and exit to the BehindStairs area, leading from the main hall to, well, here really.

FAMILY

Thanks to those fine fellows at Ocean we can exclusively reveal an entire secret world that players may have missed, plus, some general advice on becoming the toughest Gomez imaginable.



As soon as you start the game, pause and press escape. You'll be in the Continue or Quit room. Don't go to the Continue option, but instead walk left off the screen. You will now find yourself in a room of 1-ups. Collect them and go back right, then go through the Continue door.



◀ ROOM OF HEARTS

As its name suggests, this is a room full of hearts

AND ALSO...

Having scooped all the clobber from behind the stairs, it's worth remembering that there are another two top things which will make Gomez' life a whole lot easier. They are:



SUPER GOMEZ ▼

The "G" Shield which turns you into SuperGomez can be found in the Freezer in the kitchens. To get it, you need to bounce on the head of a penguin when it is walking on one of the platforms, a little better than we've done it here.



SPEEDY SHOES

Here we find the Speedy Shoes. Gomez can collect these for even faster running abilities. While it doesn't really make a whole lot of difference whether the G-Man can run fast or not, the shoes act as an extra "life", since they get taken away instead of your energy whenever you get hit.





NEXT TIME

Now you've got a fully beefed-up Gomez, it's time to get going and rescue those family members..!

ST

If you're the proud owner of one of the finest soccer games to emerge this Spring, you'll know only too well that it's also one of the toughest. Thank heavens then for the game's programmers, who are on hand with a veritable cornucopia of Astounding Athletic Advice...
"Pass, pass. Always pass. Let the ball do the running for you."
- Michael Caine in Escape to Victory.







GENERAL PLAY

● Wingers not only have more chance of covering distance untackled, but they're much better placed for setting up goals. So rather than blasting down the middle of the pitch, run down the wing and cross it into the box.

● When in the box, you don't have to shoot immediately. You might even try to hang around for a bit, in the hope that you might get tackled and pick up a penalty.

● If attackers are closing you down in your own area, don't try to be a hero. Run the ball back to the goalie, who can boot it out of danger.

● A good way to deal with an opposing player in possession is simply to shoulder-barge him away from the ball.

● If you need to catch up with the ball quickly, use sliding tackles, one after the other, to travel faster. But don't slide into the ball, as this will kick it away from you.

● If you get really desperate, you can always do a hatchet job on your opponent. A free kick will not always be awarded.

● In defence you should play close attention to certain areas, namely the areas around the pitch corners and the corners of the penalty areas. These are potential scoring positions.

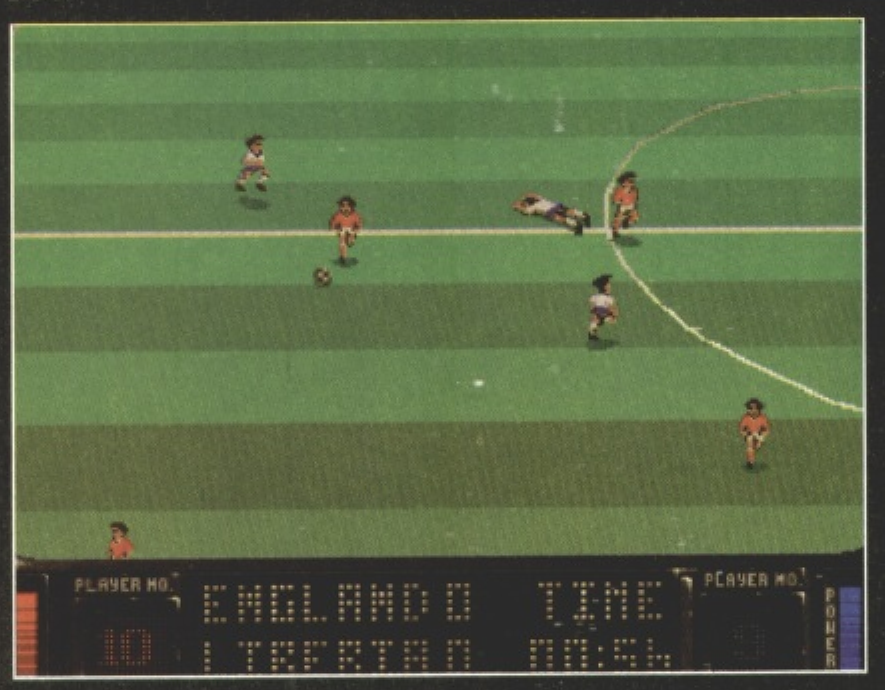
● Try to force attackers away from the wings and into more central positions - the goalie has a much better chance of saving a central shot.

TACTICS AND FORMATIONS

● Against superior opposition or a difficult computer team, choose a defensive formation with a sweeper such as 5-4-1 or 5-3-2.

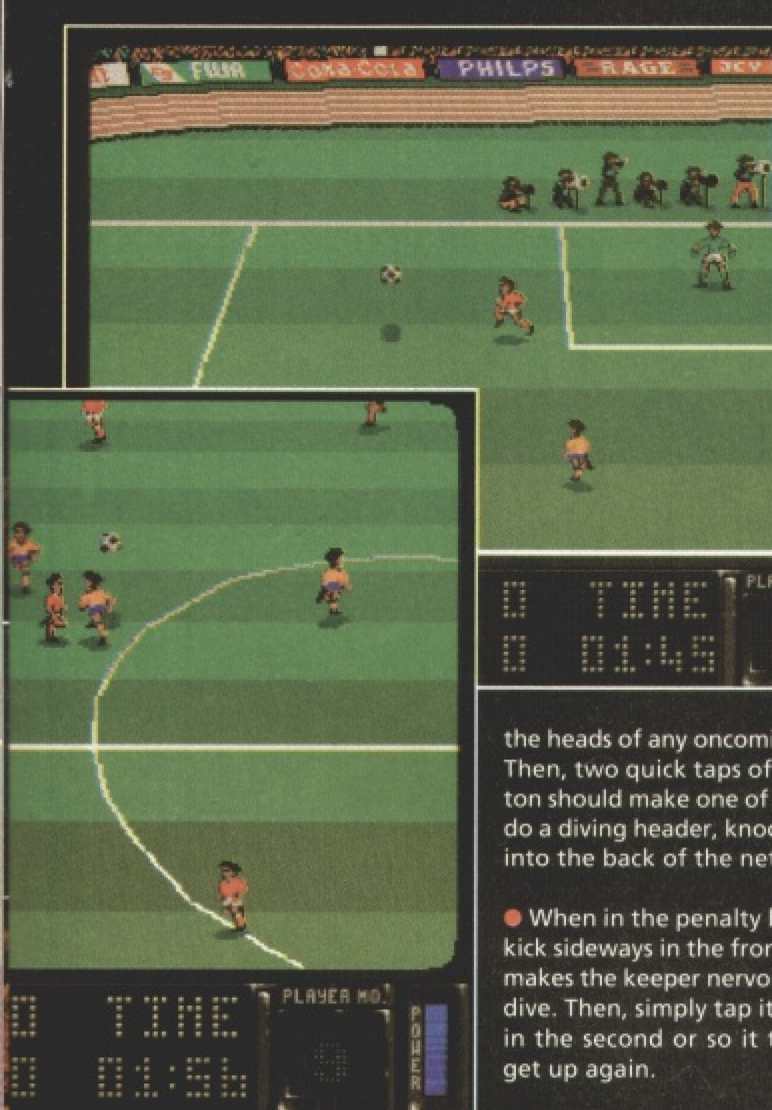
● Against weaker opposition, choose attacking formations such as 4-2-4 or the favourite (known as the "whack the opposition" formation) 2-3-5.







TRIKER





● Your own personal style of play should always influence which formation you pick. If you like to attack down the wing and cross the ball in from the touchline, choose a formation with 4 or 5 men up front such as 4-2-4 or 2-3-5. If you find it difficult to get possession of the ball, choose a formation with a strong midfield such as a 3-5-2 and 4-4-2. Basically, if you're ahead choose a defensive formation, if you're behind choose an attacking formation. Makes sense, doesn't it?

SCORING GOALS

● Race down the wing and when you get near the touchline, cross it and apply aftertouch to swing it away from the goalie and towards the heads of any oncoming forwards. Then, two quick taps of the fire button should make one of the forwards do a diving header, knocking the ball into the back of the net.

● When in the penalty box, a gentle kick sideways in the front of the goal makes the keeper nervous enough to dive. Then, simply tap it into the net in the second or so it takes him to get up again.

● The corner of the penalty box can be used as a guide to scoring an easy goal. Simply shoot diagonally from there with plenty of aftertouch and curl it behind the keeper.

● From corner kicks, vary your use of aftertouch. From the left-hand spot, for example, use plenty of right-hand aftertouch for the initial kick, then as the ball nears the goal, suddenly apply plenty of left-hand aftertouch. With a bit of practice you'll find that the ball drops perfectly to an attacker. From this position a header or overhead kick should almost certainly score.

● For most shots on goal, always follow through. There are always plenty of rebounds and goalie tip-outs that can fall back at your feet for a second chance - but only if you're there to take it. Having played the shot, keep running towards the goal so as to be prepared for any rebound opportunities.

● More ambitious players might like to try dribbling the ball around the goalie. Run across him diagonally (but don't get too close, or he'll snatch the ball off you) and run the ball into the net.

● You can also curl the ball right around the goalie with a direct shot. Here's how - run straight towards the goal, keeping level with one of the goalposts. Exactly as you cross into the penalty area, hit the ball straight and curl it hard to send it swerving out of the keeper's reach and into the net.

● Scoring from a free kick - aim your shot slightly away from the goalmouth, hit it with maximum power and use aftertouch to curl it inside the post. Alternatively, aim your shot to one side of the keeper and, as he dives, curl it away from him in the other direction.

● From a penalty kick, the best tactic is to use a single short button-tap when the indicator arrow is on the right.



FIRE & ICE

Smart! Coding god Andrew Braybrook himself has provided these fine playguides to the first two Worlds of his corking platformer. Who better to cast light on the game's dark





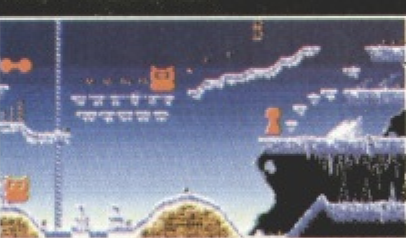
COOL COYOTE'S ARCTIC HOMELAND

You'll discover as soon as you set paw in this territory that it's very, very slippery and even a native-born coyote can have trouble standing still on the slidy slopes. If you you want to stop in a particular place you should jump to it and land coming straight down - as you have no sideways momentum you won't slip about. This is the key to climbing icy steps.

The watchwords here - as with all the other lands, in fact - are: Proceed With Caution! Don't blunder into uncharted territory without at least sending a few ice pellets ahead of you first. You'll have enough problems clambering over the landscape without bumping into the baddies all the time. Note that, like CC, all other walking creatures have trouble climbing uphill but rocket downhill. It's a good idea to find the puppy or puppies and keep 'em by your side - it slows down your progress but increases your chances of survival.

THE WAY THROUGH...

PACK THEM BAGS



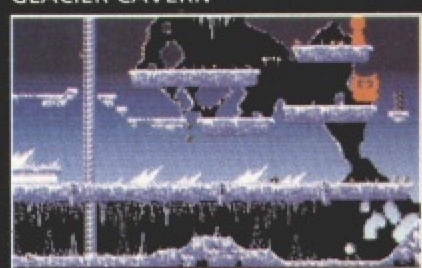
You can leave here with five lives in stock if you hunt out the two puppies and get 'em both to the exit AND collect the Bone-us life. Finding the bone involves a perilous crossing of the Zone of Bouncing Mines - don't even think about attempting this until you've got used to the controls!



GREEN RUN

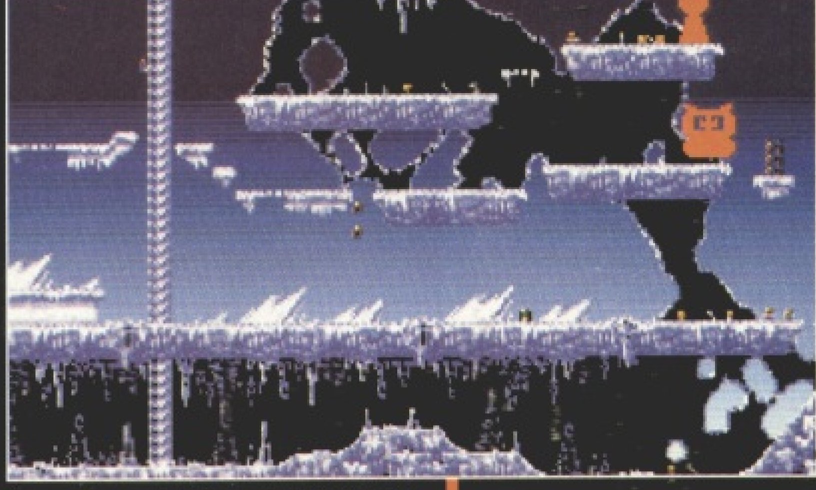
A puppy and another Bone-us life can be found very near the start of this level by climbing the icy ledges. This being a ski run you can expect to be beset by hordes of skiers. Use the hidden ice blocks to reach the secret warp which flings you straight to the 'Black Run' level - this'll mean you don't have to collect the key but you will have to leave a poor little puppy behind. Smarty-pants players may want to collect the key, get the puppy to safety and then use the warp.

GLACIER CAVERN



Basically you have to climb to the top to find the exit. If you make a small diversion you'll find a puppy. Use of snow bombs is advisable here as flocks of seagulls await, eager to drop exploding snowballs on an unsuspecting coyote. (See? They're not what you though they were!)

BLACK RUN



Seagulls and skiers abound here so take care! Top up with snow bombs from the cloud and rescue the puppy from the penguins' cave. The exit is guarded by an abominable snowman and you'll need all the help you can get to defeat him. Beware the avalanches caused by him jumping up and down. Reach the invisible secret warp by jumping on the hidden ice blocks nearby - it'll take you to a secret level where mastery of water-balancing is a must!

ARCTIC HOMELAND'S NASTIES



PESKIMO
Hits to freeze: 1.
Points: 100.



BADGER
Hits to freeze: 2.
Points: 150.



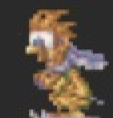
PENGUIN
Hits to freeze: 2.
Points: 150.



WALRUS
Hits to freeze: 2.
Points: 150.



SEAGULL
Hits to freeze: 1.
Points: 400.



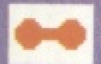
SKIER
Hits to freeze: 1.
Points: 500.



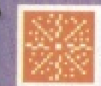
ABOMINABLE SNOWMAN
Hits to freeze: 25.
Points: 2000.

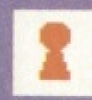


MAP KEY


Bone-us Life. Scrum-de-lum!


Puppy. (The precise location is uncertain because the puppies have a tendency to wander!)


Secret Warp. Remember that these are invisible!


Key Hole. Once you've got all the key parts then come here!



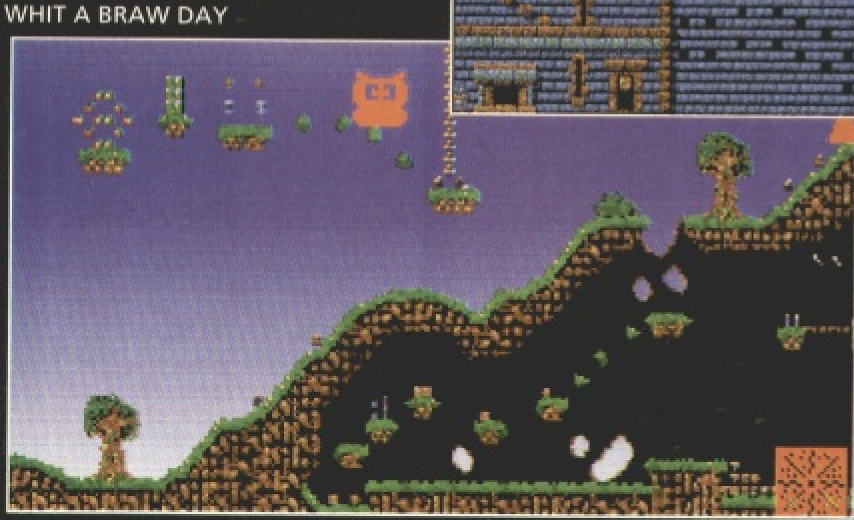
BONNIE SCOTLAND

The ground isn't so slippery you'll be glad to hear but the weather is still a problem, with ominous thunderclouds lurking all over the place ready to lash out with lightning which'll frazzle anything unfortunate enough to get in the way.

This land is steeped in legend and myth. Many strange creatures live here, hunted mercilessly for turning into items of clothing or musical instruments.

THE WAY THROUGH...

WHIT A BRAW DAY



There are two routes through this level. One keeps you above ground in search of the key and the other takes you beneath the earth where many treasures can be found. Beware the small families of sporrans that live inside old tree trunks. The pit in the cavern will warp you to 'The Moat' level so be careful. Touch the weird sparkling star to activate an escape route out of the underworld then run back left once above ground - some new steps will magically appear leading to treasures a-plenty and a puppy!

THE MOAT

The underground cavern provides you with a good opportunity to stock up on special weapons and your first chance to get a sonic bark. This is particularly useful against the shield-bearing bears. Crossing the moat requires a bit of deft jumping on and off the crocs' snouts - when one mouth shuts you know it won't open again for a few seconds so jump to it!

CASTLE MACLEAN

Inside out of the rain at last and standing in front of a nice warm fire. What a shame that it explodes. Here you'll first encounter the rampaging haggis - save a sonic bark to deal with him then grab the icon by the fire to get airbombs. Make sure you mop up all the baddies before heading off to the right because you don't want to leave a key part behind.

Now comes the Wall of Death, with boiling porridge waiting at the bottom of the screen to claim the life of a clumsy coyote. Magically-appearing platforms and sliding blocks make CC's life a misery. You may find the airbomb helpful...

If you manage to make it to solid ground again, you'll be able to find another bone-us life if you look carefully enough - as before using the hidden ice blocks as steps is the key to success here. Keep looking out for the haggi! Then it's across the porridge time again on the swinging chandeliers. Grab the sonic bark icon and use it to yelp your way to safety. And if you haven't got all the key parts, it's a long way back!

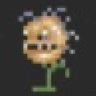
RAMPART ROMP

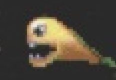
You can take this quickly or slowly - it's up to you. The fast way is very cunning - use the hidden ice blocks near the starting point to create a ladder to the top of the castle. The slow way requires a Carl Lewis run across yet more porridge to rescue another puppy. Of course, you could get both the puppy AND the treasure. Hunt out the warp which leads to a treasure room of unimaginable proportions.

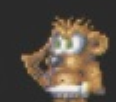


Now meet Nessie. She'll quite happily let you bounce around on her wet skippery coils but look out for the poisonous barbs. When you reach dry land beware of the sporran clan in the tree who will take advantage of a coyote pleased with himself for finding another Bone-us life. There are millions of fish in Loch Ness so don't bother trying to kill them all - just make sure you get the key part they hold! Deal with with the two mice milling about then dive underwater through the exit!

BONNIE SCOTLAND'S NASTIES

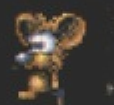

SPORRAN
Hits to freeze: 1.
Points: 25.


FISH
Hits to freeze: 1.
Points: 50.


BEAR
Hits to freeze: 1.
Points: 100.

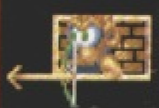

HARE
Hits to freeze: 2.
Points: 100.


BAGPIPE SPIDER
Hits to freeze: 2.
Points: 150.


MOUSE
Hits to freeze: 2.
Points: 150.


KILT
Hits to freeze: 1.
Points: 150.


EAGLE
Hits to freeze: 1.
Points: 200.

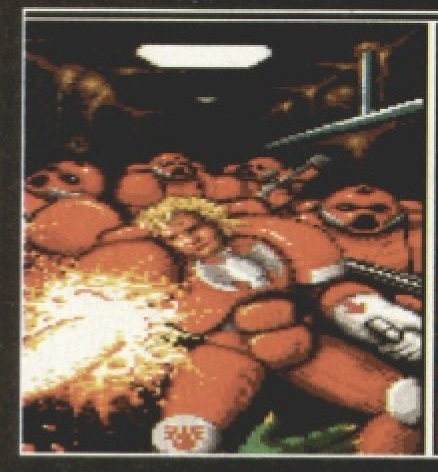

ARCHER
Hits to freeze: 3.
Points: 400.

NEXT MONTH! More of the same, you lucky devils!

SPACE CRUSADE

Lost in space? Just as well Gremlin have provided us with these excellent hints and tips to help all would-be Space Marine Commanders









SCAN THE MAN

A bit of advice about the scanner: DON'T use it! Although it's nice to know what's waiting for you when you enter a room, it also gives the aliens the chance to move in and attack you.

MARCHING ORDERS

It's a good idea to keep your squad fairly tight. Stragglers make easy targets. However, don't bunch then too tightly together. Set off a booby trap and, if Lady Luck rolls the dice against you, the whole squad could be wiped out in one fell swoop.

The bolter-carrying marine is the least effective member of the team and is fairly expendable. Use him as a scout to open doors and the like.

BY YOUR COMMANDER

The commander is the naturally the hardest geezer in your squad of marines, so use him wisely. For a start, when tooling him up give him a powerfist and a powersword. Although this means he can't engage in any long-range combat because he has no gun or missile launcher, it does make him super-powerful in hand-to-hand battles and when the aliens start a-massing this can be a real life saver for all concerned.



Your commander has six hit points and so can afford to lose one. Your grunts, however, with their measly one hit point, can't. In a big firefight with a gang of marauding orcs or gretchins, place your commander in between your marines and the aliens to absorb some of the shots and protect the boys.

On retrieval missions, always use your commander to pick up the object. Give it to a grunt and chances are he'll get killed before you get off ship.

Melta bombs are by far the most effective one-off weapon available. Use it to fry a Dreadnought or any other tough cookies encountered.

TIDY YOUR ROOM!

If you're exploring and you come across a bunch of monsters, make sure you mop them all up before moving on. A feeble little gretchin, left to its own devices, can decimate a squad if the dice rolls are in its favour.

In a room packed with aliens use a Blind Grenade and, if possible, a Fire Order card - this should wipe them out in no time at all. This technique is particularly handy on Level 2.

Missile launchers are excellent for mass alien slayings. If there's a whole bunch of them standing together fire the missile in between them - with good aiming and luck on your side you could wipe them all out in one go. Remember to use targetters with missile launchers and power guns.

THE LONE WARRIOR

Even if you're playing a solo game, still use the other marine chapters. (You don't have to use them if you don't want to.) They will help spread out the Alien Event cards and keep some of the nastier ones off your back.







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SNIP TIPS



APIDYA
Play Byte

For a plethora of cheats - infinite lives and the like - try typing in the following on the title screen: SHOWCREDITS; MISSHONEYBEE; HASTALAVISTA; DEPUTYOFLOVE; SNEAKPREVIEW. Remember to hit [RETURN] after each entry!

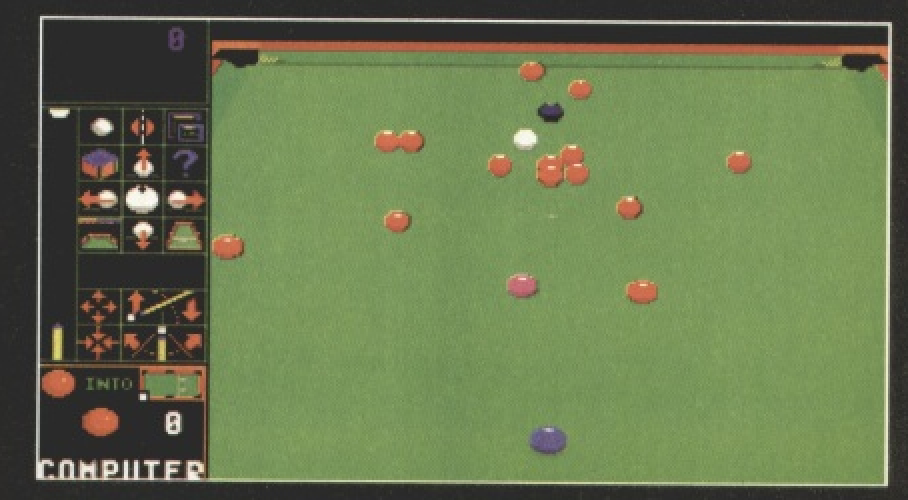
JIMMY WHITE'S 'WHIRLWIND' SNOOKER
Virgin Games

While playing on the table, press F7 then F4 and finally F1. You should hear a 'double click' noise. Exit to the main menu and select DEMO MODE. A new option should have appeared: DO A 147 BREAK. Select this to watch the computer play perfectly!

PROJECT-X
Team 17

Don't get too excited - there are still no cheats per se for this game. However, there are a couple of little 'wrinkles' that you may be interested in. How about this: when you die, pilot your new ship, flashing with invulnerability, to the bottom of the screen and you should find yourself in an alien-free tunnel!

And what about this one? Be warned that it requires pixel-perfect manoeuvring. When you reach the first end-of-level guardian, wait for it to fire and then fly through its open 'jaws' and straight down its throat. You should find yourself in a Galaxians-style mystery mini-game. Kill all the aliens and you will be rewarded with three extra lives!



GAMES SURGERY

Doctor Upchurch is in. Please take a seat and wait to be called in. Mr Clay, the doctor is ready to see you now...

Dear Doctor,
In The Secret of Monkey Island how do you get off the boat on Monkey Island? I know you use the cannon but I can't find a helmet. And what do I do when I get on the island?
Yours faithfully, Robert Clay, Quorn.

It is always unwise for a member of the public to attempt a self-diagnosis of their problems. You're half right, Mr Clay - you do need some sort of explosion to blast you onto Monkey Island but not one from the cannon. Instead, try making some 'soup' by putting wine, gunpowder, cinnamon, mints, ink, Jolly Rogers, cereal and even the rubber chicken with the pulley in the middle into the cooking pot in the kitchen. As soon as the final ingredient is added the pot will explode and fling you onto Monkey Island. And what do you do once there? Why, you find LeChuck and defeat him, of course. I'm a busy man, Mr Clay, so please don't waste my time. Next!

Dear Doctor,
I bought the excellent Formula One Grand Prix when it first came out and although I've been playing it non-stop for weeks I still haven't raced in the wet yet, even though there are wet tyres. A 'friend', who owns an ST, has bought it too and he says he's raced in the wet so why can't I on the Amiga.
Regards, Richard McNally, Blackley.

Might I suggest that you are not playing F1GP enough, Mr McNally? My learned colleagues at MicroProse assure me that there are indeed wet conditions in the Amiga version but the chances of them appearing are purely random. Keep racing and you should see them eventually. Please run along now, Mr McNally. I have patients with REAL problems to see.

Dear Doctor,
Do you have a cheat for infinite lives in Impossamole?
Yours sincerely, Christopher Bradley, Cromford.

I have a number of cheats for Monty Mole's disappointing comeback. Try typing the following on the high-score table:
LUMBAJAK - Doubles the length of Monty's energy bar.
HEINZ - Gives Monty three energy bars.
ANNFRANK - Tops up low energy.
OUCHOUCH - Lets Monty walk on water!
COMMANDO - Turns off the time limit.
I trust these will be of some help, Mr Bradley. Good day to you.

Dear Doctor,
Are there any cheats for Predator 2? It's driving me mad!
Yours maddeningly, Oliver Wild, Woking.

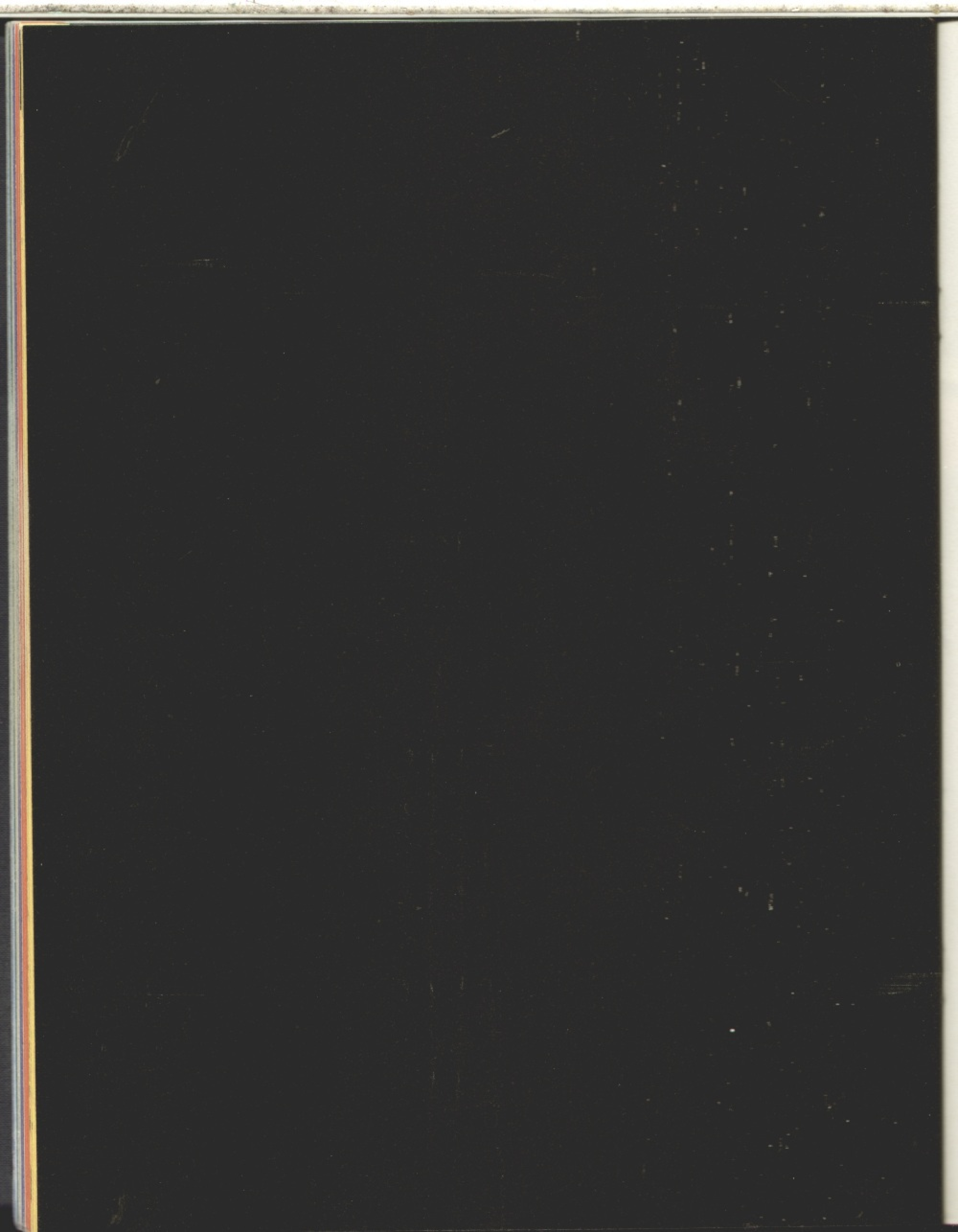
Indeed there are cheats for Predator 2. Well, one cheat, to be precise. Pause the game at any time and type in YOU'RE ONE UGLY MUTHA (with spaces and the apostrophe) for infinite everything. Please close the door on your way out, Mr Wild.

Dear Doc,
Smash TV has been out for ages now and still no cheats in any of the mags. Please help.
Yours sincerely, Ben Lilford, Yeovil.

The reason for the severe lack of cheats for this game is simple: there are none. Probe Software, who wrote the game, did have loads in the game but for reasons best known to themselves removed them all before its release.
I'm afraid your complaint has no cure. I'm so very sorry. Goodbye, Mr Lilford and... good luck...

(This is the side of the job I can't bear. Seeing young gamers cut down in their prime and being unable to do anything to help makes one despair so. If it wasn't for my... er... 'special' medicine I don't think I'd be able to cope at all. Ah, the peacefulness of oblivion...)

THE SURGERY IS NOW CLOSED
If you wish to make an appointment to see Dr Upchurch the please provide full written details of your complaint and send them to: Dr David Upchurch, Games Surgery, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Dr Upchurch regrets that he is unavailable to deal with problems over the telephone because he is far too depressed by his mortality and the sheer futility of existence.





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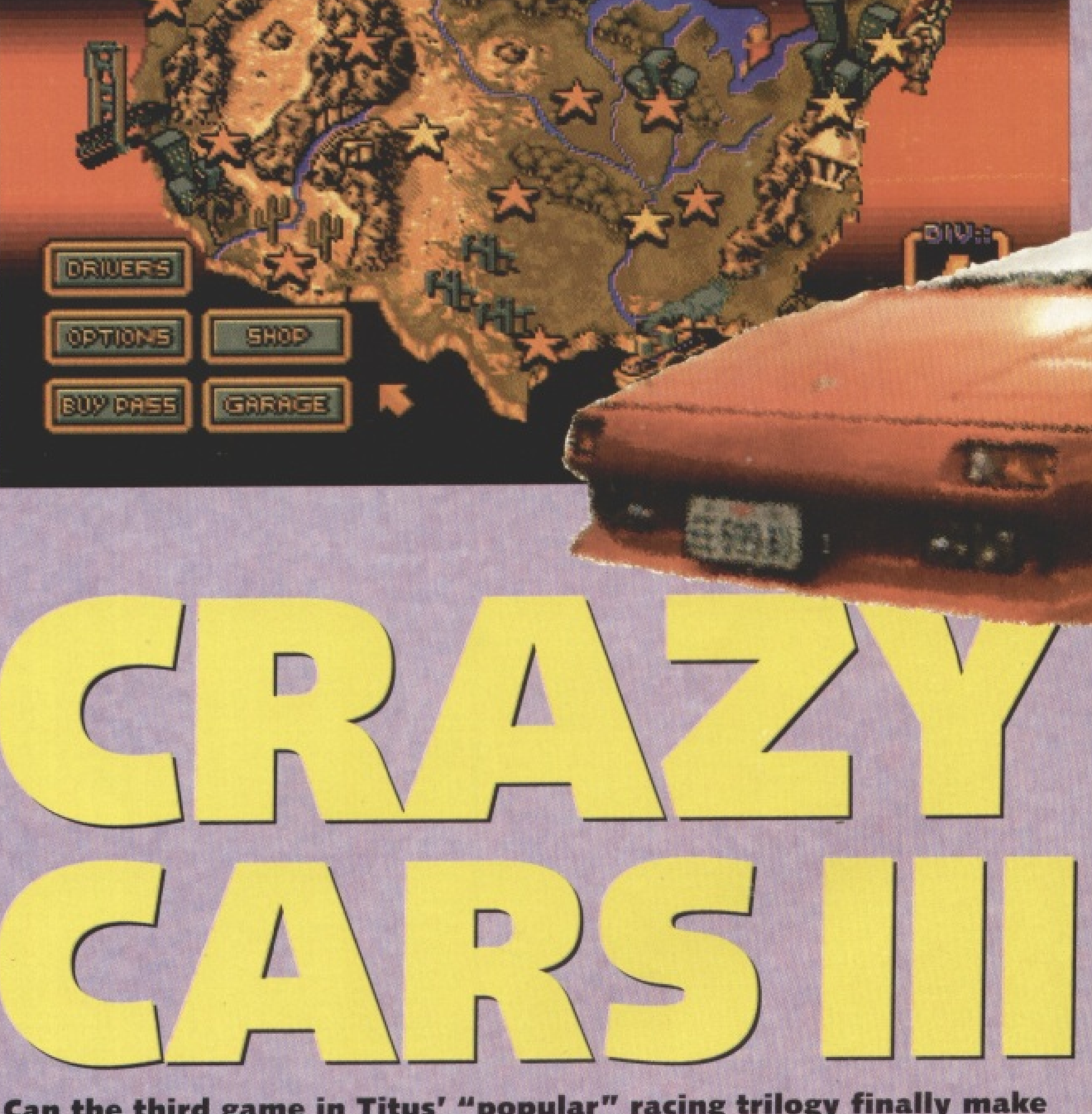
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The USA map shows all the major cities where races are taking place (indicated by stars). There are XX regular races, each with an entrance fee and a prize, ranging from small fry (about a thousand dollars) to the big paydays (30 grand or more). You can only enter a race if you can afford the fee - initially only one or two races are available, but as you start to win cash you can enter the bigger events. Race details, such as prize money, weather conditions, contestants and police presence, can be viewed before entering so you know what you're getting into.





CRAZY CARS III

Can the third game in Titus' "popular" racing trilogy finally make amends for the awfulness of the first two? Gary Whitta hopes so...

Those bloody Lotus games have got a lot to answer for. The resurgence of arcade-style racing games for one thing. Don't get me wrong, I'm as much a boy racer as the next man - but enough is enough, and it does get very tedious and depressing when you're continually swamped by umpteen unoriginal and generally sub-standard "tributes" to the Gremlin classic. At least this latest effort from Titus has a slightly better excuse than most, what with it being the third installment in the Crazy Cars series - one that dates right back to the dawn of the Amiga as a games machine, and one that has been surprisingly popular, given that the games were, not to put too fine a point on it, rubbish.

In Crazy Cars III, the player takes part in a series of illegal Cannonball Run-style races around the USA. Encased inside a gleaming Lamborghini Diablo sports turbo, your object is to pick up the whopping cash prizes on offer for crossing the finish lines first and advance through the league of drivers to the top of the first division. Standing in your way are a motley crew of other drivers also vying for the top spot and the fine men and women of the United States Highway Patrol. The question you've got to ask yourself is... do you feel lucky? Well, do you?

(Right) There are three four basic types of race - daytime, night-time, in rain and in the snow. Night racing isn't so tough, as cars are easily spotted by their tail lights, but the rain and, in particular, the snow races are real killers because the car is a wretch to control in the slippery conditions.



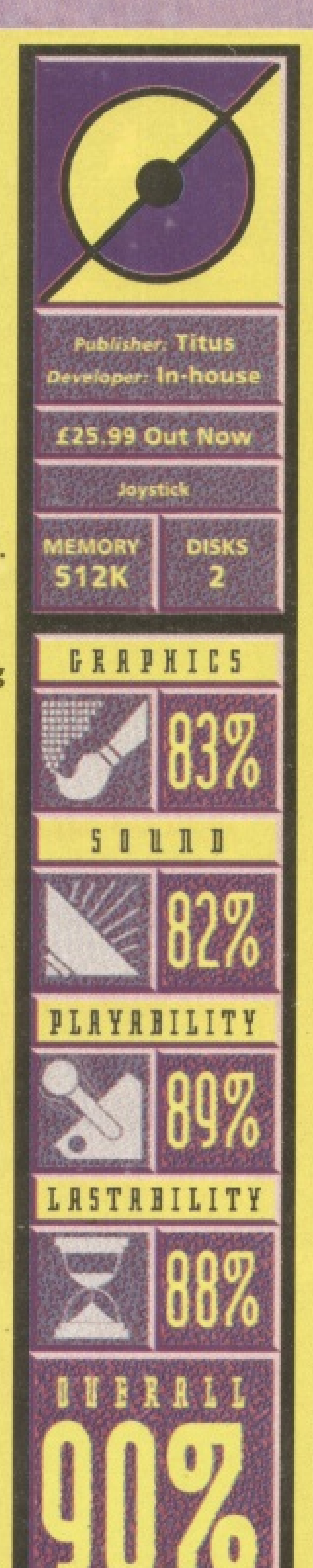


Regardless of your league position, all you have to do to advance to the next division is amass 50,000 dollars. This buys you three attempts at the well-tricky divisional challenge, where you've got to race down the road at night, weaving in between giant articulated lorries driving both ways down the road. Don't think you can cheat by staying in the middle of the two lanes - doing so is like driving through two feet of treacle.





(Left) If you enter a race where one or more of the other league drivers will be taking part, you can make things more interesting by having a few bets on the side. Winner takes all, with each driver putting up a stake, then upping it until everyone decides it's enough. Big gamblers can actually win more from these side bets than they can from the official prize money. The amount that each driver bets is a good indicator of their confidence; if someone puts up a huge load of cash, he obviously fancies his chances and isn't to be meddled with - unless of course you fancy yours more.



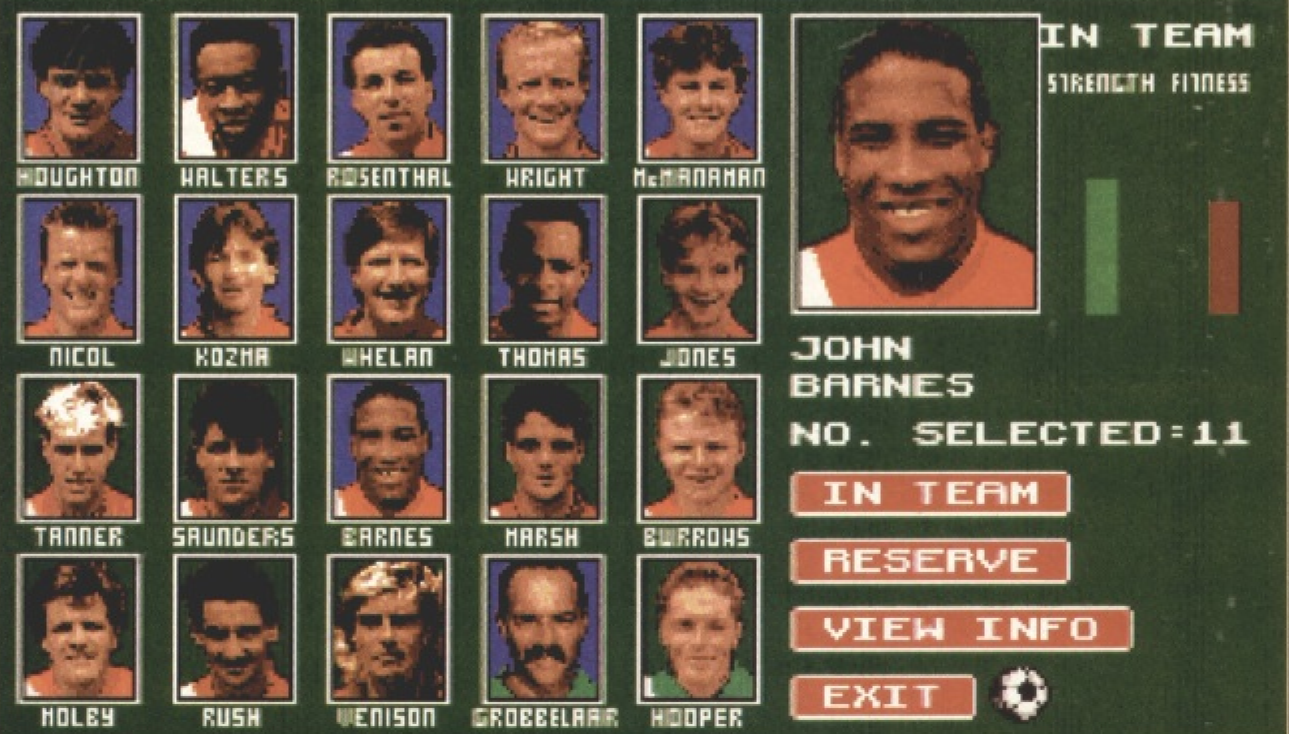
THE VERDICT

Let's make no bones about it - Crazy Cars and Crazy Cars II were both pitiful. Slow, unresponsive, ugly and generally just godawful all round. Which is why it's all the more surprising to see that the third game, coming from the same producers as the previous two, is so good. Yes, we kid you not. It's patently clear, after the first few minutes of play, that our friends across the Channel have learned a few things from games like Lotus and Jaguar over the last year or so - and after a couple more hours, it becomes apparent that they've got a few tricks to teach them in return. The basic racing action, so far as speed, control and feel is concerned, is very similar to the Gremlin and Core classics - it's very fast, very responsive and, when things get tense, deeply involving. But what really makes Crazy Cars III shine is twofold - firstly, the "racing for cash" system of using prize money to customise the car and advance through the divisions works superbly - it adds an extra dimension to the game's progressive element and allows you to make your own decisions about what races you run and why. Secondly, the police are excellent - far from being just a graphical frill, they genuinely make the racing a hell of a lot more exciting. It's like playing Chase HQ in reverse, with you as the pursuee. There are plenty of other nice bits that I could spin on about, so I will. I like it when you get echoes on the sounds inside tunnels. I like it when you can see the background graphics getting closer as you near your destination. I like it that you're not punished too much for going off the road. In short, I likt it. Crazy Cars III is quite simply very, very good indeed. As good as Lotus. Better than Jaguar. Any race fan should not hesitate to buy it. Got it?

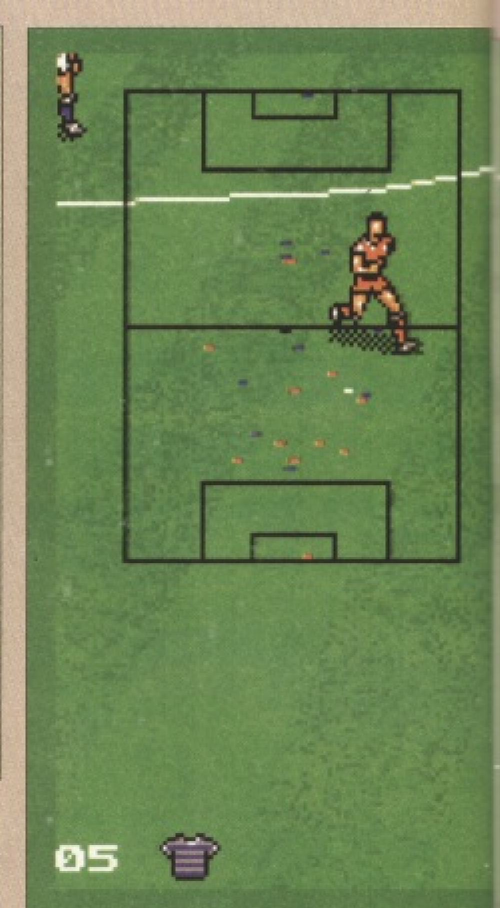
Depending on where you're racing, you may be hounded by the police for speeding. The kojaks wait by the roadside with their radar guns with orders to pursue anyone they catch breaking the 160 speed limit. Actually, everyone breaks the speed limit, so what they do is go after the fastest car. If you're doing well, chances are this will be you. Once the cops (they always hunt in pairs) get a fix on you, they try to bump you off the road, not giving up until you're finally forced to pull over. Doing so puts you out of the race and costs you a fine, so a far better policy is to try to outrun them. It's possible to do it (although very tricky), with the volume of the sirens in the background indicating how close they are.

Between races, you can spend your prize money in the garage, customising your car with a wide variety of equipment. There are the customary better-grip tyres, faster engines, six-speed gearboxes and a very nifty turboboost that, while very expensive, can mean the difference between winning and losing by propelling the car at nearly 400 miles per hour! Perpetual law-breakers may also like to buy the radar sensor (which gives advances warning of any police traps) or, even more effective, a radar jammer that renders you undetectable to the Kojaks with Kodaks!





Before play, pick your team from Liverpool's all-star 20-man squad. Clicking on one of the players' touched-up digitised fizzogs brings up a bigger touched-up digitised fizzog, along with his strength, stamina and team status. That's all you really need to know so far as the game's concerned, but if you're a Liverpool fan, you can bring up a screen of text about the player's background. But then, if you're a Liverpool fan you probably already know whatever it's got to tell you. Bloody hell, hold on a minute! Barnesy's not injured! Must be a bug.



LIVERPOOL

The Computer Game

Kop this! Gary Whitta runs out onto the park one last time (please!) to survey the latest in a long line of summer soccer sims.

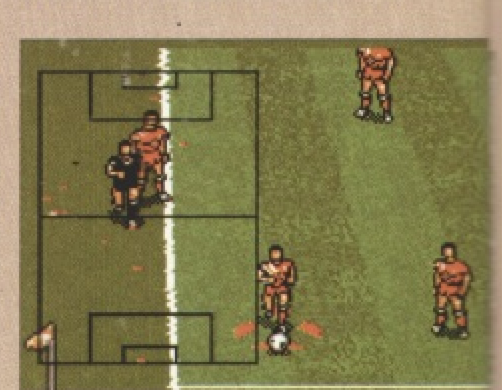


The match action is very similar to that seen last month in Rage's Striker. The scale and 3D angling of the pitch view is much the same, although it's not quite as fast (Phew! - whiplash-stricken Striker players). The control mode is traditional - the ball sticks to your foot for most dribbling moves, but will wander off if you're too ambitious. You can simply boot the ball in the direction you're facing (perhaps applying a little aftertouch along the way), or alternatively perform an elaborate joystick move that passes the ball to your nearest team-mate.

Come on you reds! Phew, what about Liverpool, eh? If I've said it once, I've said it a thousand times...

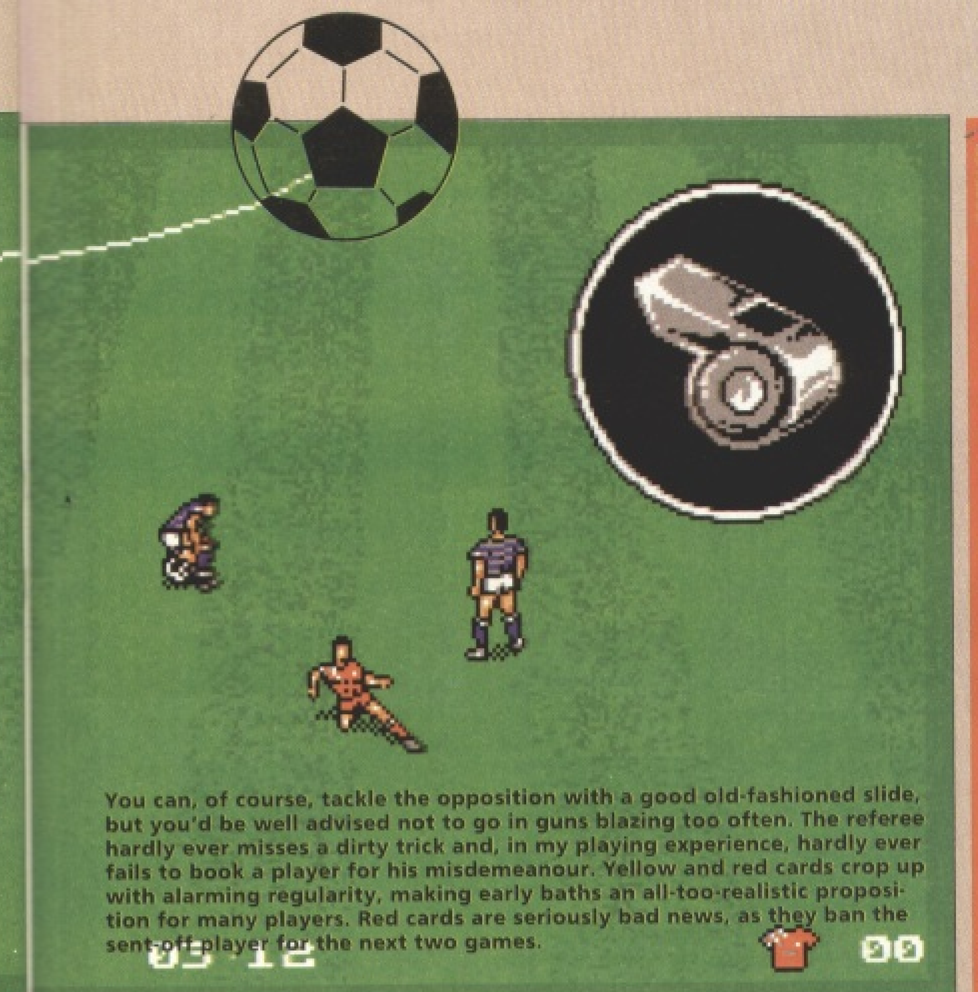
I give up. After writing over half a dozen intros to soccer games in the last couple of months, I'm running on empty. So stuff the lot of you. I'm not even going to bother to construct entertaining paragraphs for you to read, all you're getting are the bare facts. Off we go then.

Liverpool: The Computer Game is based around the famous team of the same name (don't go looking for a team called Liverpool: The Computer Game in the leagues because they're isn't one). It's a 3D arcade game a bit like Striker. All your favourite Anfield heroes are in it. And... the rest is in the captions. So go and read them.



Practice makes perfect, so Liverpool offers players the opportunity to get out onto the pitch without the hassle of an opposing team for a trial kickabout. This is best used for perfecting your passing techniques and trying out ways to get the ball past the keeper. As in the main games, the pitch type is generated randomly, so you can get used to a variety of surface conditions.





You can, of course, tackle the opposition with a good old-fashioned slide, but you'd be well advised not to go in guns blazing too often. The referee hardly ever misses a dirty trick and, in my playing experience, hardly ever fails to book a player for his misdemeanour. Yellow and red cards crop up with alarming regularity, making early baths an all-too-realistic proposition for many players. Red cards are seriously bad news, as they ban the sent-off player for the next two games.

OL



Having picked your team, you need to tell them where to go. After selecting a formation from the three available (4-2-4, 4-3-3 or 5-3-2), you place each of the ten players (it's sensibly assumed that the goalkeeper goes in the goal) in the ten positional slots provided. No doubt this section will lead to some top arguments about who should go where ("Eh no, behave! Rushie's a top target man you divvy!", "Calm down! Barnesey's sound!", "I'll call the bizzies if you don't play Molby" and so on).

LEAGUE DIVISION ONE - TOP HALF

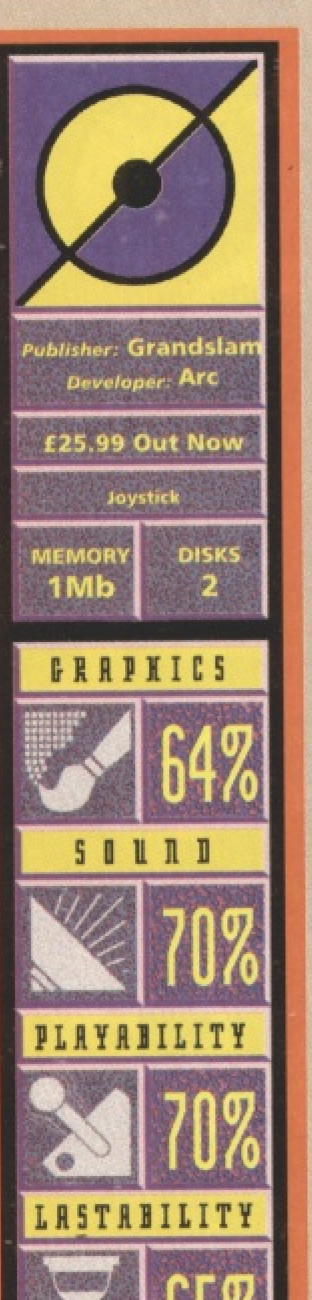
TEAM	PLD	W	D	L	F	A	PTS
CRYSTAL PALACE	00	00	00	00	000	000	000
SHEFFIELD UTD.	00	00	00	00	000	000	000
EVERTON	00	00	00	00	000	000	000
COVENTRY CITY	00	00	00	00	000	000	000
LUTON TOWN	00	00	00	00	000	000	000
ASTON VILLA	00	00	00	00	000	000	000
Q.P.R.	00	00	00	00	000	000	000
NOTTS. COUNTY	00	00	00	00	000	000	000
NOTTS. FOREST	00	00	00	00	000	000	000
MAN. UNITED	00	00	00	00	000	000	000
SOUTHAMPTON	00	00	00	00	000	000	000

VIEW BOTTOM HALF — EXIT

(Above) Starting near the bottom of Division One, it's up to you to Dalglish your way to the top. If you choose the full season, you can have a shot at the double by picking up the FA cup and finishing top of the table. Less ambitious players can elect to take part in the FA cup tournament only.

THE VERDICT

On the face of it, Liverpool has everything a footy fan could want. Fast-moving action, aftertouch, league and cup competitions, the real players... Unfortunately, however, the game's specifications on paper are a lot better than the reality. Liverpool suffers from lots of problems that conspire to make the whole thing look and feel amateurish. Given the game's 3D viewpoint, comparisons with the similar-looking Striker are inevitable. The action is (thankfully) slower than Rage's effort, ranging from ideal on the dry pitches to just-too-slow-and-quite-annoying on the wet ones. There's little to choose between them in control terms, although I'd say Striker has the edge when it comes to co-ordinated play. Liverpool has a passing system that is just too tricky for it to work - 50% of the time, you accidentally kick or chip the ball when you mean to pass it and it's annoying. The temptation is simply to boot the ball and run after it but more often than not this results in chaos. It's like playing pinball on a football pitch and it's not a great deal of fun. The player sprites and animation are poor, by the way - they may be large, but they run like the good Bill and Ted robots out of Bogus Journey. Oh, and all the players look the same too, so Barnes is now a white man and Molby has jet black hair. The referee is far too harsh as well, dishing out cards like he's got a pack of 'em. Basically Liverpool is a classic example of the programmers concentrating on the wrong things - in this case, writing down little player biogs and having animated indicator arrows on the players, rather than coming up with an instinctive control system and intelligent computer players. Without those two things any football game is stuffed, and Liverpool is a particularly sorrowful example of this because it NEARLY gets it right, but falls down because of several sloppy mistakes. Grandslam's game could have been as great as the team it's based on, but instead it comes across as just above average. Maybe Tranmere Rovers would have been a better licence.





If you've got a pal, why not drag him round to your pad for a spot of two-player Tetris action? For simultaneous partner play, the pit is widened from 10 squares to 16 to accomodate two sets of shapes (one for each player) descending at the same time. Whether you choose to play the Competetive or Co-operative game, the idea is still the same - ie get rid of all the gaps in the rubble. The only difference between the two is that, in competetive play, players try to outdo each other to get the biggest score by slotting their shapes in first. There's also a mull-modem link option where each player gets a pit each and rubble cleared from one player's pit is transferred to the bottom of his opponents. It's just like the Gameboy link game, basically.

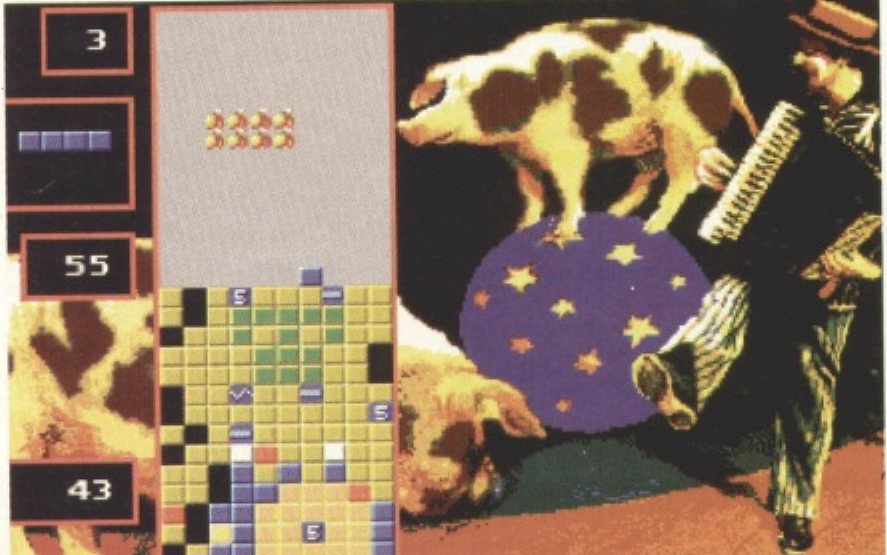
SUPER TETRIS

At last! It's the official sequel to one of the best games ever created! But is it as Super as it claims? Well... almost, says Gary Whitta.

As both an Amiga owner and Tetris devotee, I am all too familiar with the horrendously raw deal that Commodore-owning fans of the Russian classic have been getting over the years. There simply isn't a decent official version available for the machine. In fact there's only ever been one - the original Mirrorsoft version (now de-listed) which is, as any afficionado will tell you, what is known in the trade as Complete Crap. Is it any wonder that fans of the game (and there are a few) have to seek solace in the vastly superior unoffical Public Domain and Gameboy versions?

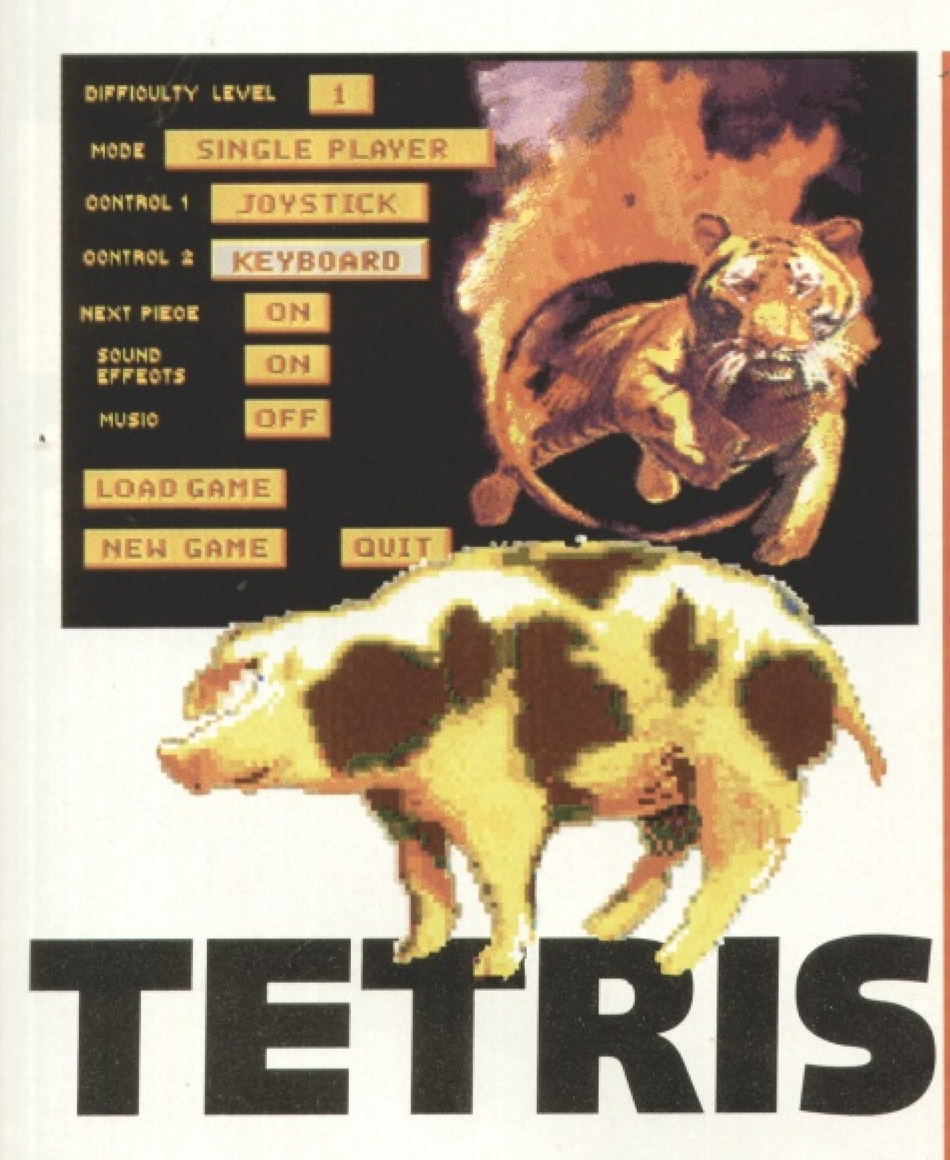
But now there's a new guy in town. Spectrum Holobyte, usually better known for high-brow flight simulations like the Falcon series, has turned up with Super Tetris, the latest in a long line (counting unofficial "tributes") of so-called definitive versions of the classic puzzler. Played out amid a myriad of attractive backdrops based on the Moscow State Circus (the Russian theme has at least been retained), the game is effectively the same old story, albeit with an interesting new twist on the rules and more options than you could shake a stick at. So, without further ado...

Though Super Tetris is essentially the same game as its classic dad (manipulate the shapes as they descend and slot them together to make lines that disappear), the rules and objectives have been changed slightly. Instead of simply trying to create as many lines and stay alive for as long as possible, you're given separate levels to complete. In each one the playfield (or pit, as experts like to call it) is already half-filled with ill-fitting blocks, and the player's task is to get rid of every black gap - not necessarily every block. As the gaps are filled when lines are completed, a pretty picture scrolls up line by line from the bottom. More of the image is revealed as you do better, with the entire picture revealed when the last gap is gone. Then it's onto the next level, where you'll get more "rubble" to clear and, of course, faster blocks to deal with.



Bombs are the most drastic gameplay addition; when a line is completed, the next shape to arrive turns into a cluster of bombs, which can be moved and rotated as usual. They blow up any blocks that they land on, allowing the player to get rid of troublesome bricks.



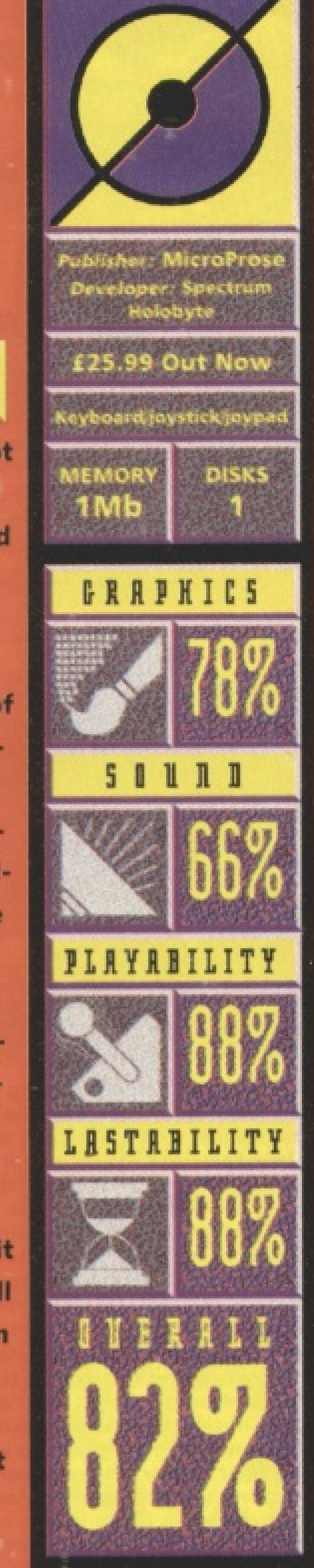


R TETRIS

(Left) Look at all those luvvly options! From this title screen the player can pick a difficulty level from 1 to 10, select a game style from the 7 available, load a previously saved game (you can store your position at any time during play, turn the next-piece indicator off (you don't realise how much you rely on this until it's gone) and fiddle with control modes. How quaint.

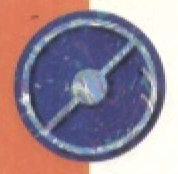


Some of the bricks in the pit are more than just bricks. There are special block-sized "treasure" icons that, when blown up or removed as part of a line, can do nice things. There are seven types in all, and some are more helpful than others. The bog-standard bonuses are numbered squares that award the player five, ten or fifteen extra shapes (you start with fifty, and the game is over if you run out), while more interesting ones provide goodies such as extra bomb clusters, special shapes and bubbles that rise up through the pit, filling in gaps as they go.



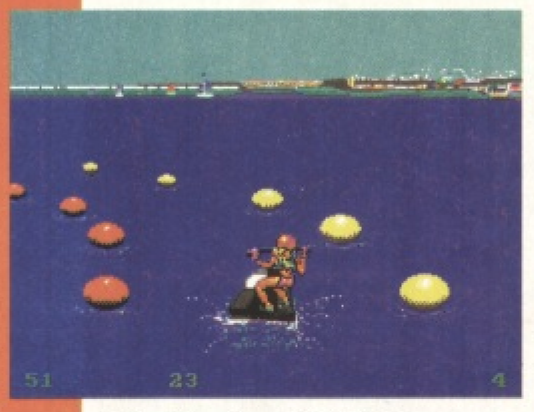
THE VERDICT

You'd think that with a game concept as pure and perfect as Tetris, it'd be virtually impossible to do a really bad version. Unfortunately this philosophy has been proved wrong time after time, first by the official Mirrorsoft version, then by a string of sloppy "tributes". Super Tetris, however, ranks as one of the more successful interpretations of the classic dextral puzzler. Though the developers have taken the bold (and some might feel dodgy) step of fiddling with the basic gameplay, the new game is no less addictive or challenging than the original. It isn't any better, but it certainly isn't any worse. It's debatable whether the new features add to or detract from the gameplay, but for my money it's a bit of both. The treasure icons work well by giving you something extra to aim for and think about, but the bombs don't. They would have, had they appeared slightly less frequently, but with them turning up EVERY time you get rid of a line, they tend to hold up the game's natural flow and, after a while, get on the nerves. I'm no fan of the two-player options either. With two sets of blocks in the same pit, all you ever do is get in each other's way - and would someone like to tell me why, with a game that only uses half of the screen area, you can only have the dual-pit head-to-head game by linking two machines together? Why not just put the other pit on the same screen in the redundant space, for heaven's sake? Sloppiness like this annoys the hell out of me, and the final mark has suffered accordingly. Nevertheless, Super Tetris is the best official version of the game - although I'm not sure if many people will be prepared to fork out £30 for it when so many comparable PD versions are available at a fraction of the price.



CALIFORNIA GAMES

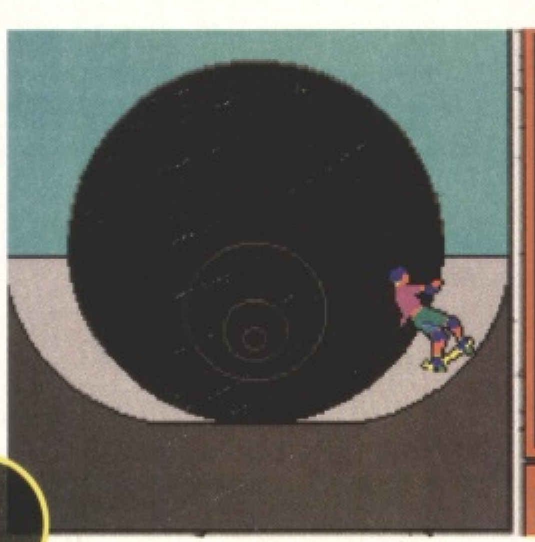


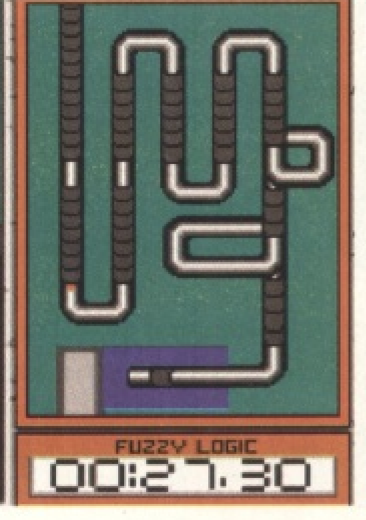


Jetsurfing (we call it jetskiing over here) is the most conventional of the game's events - it's basically an against-the-clock 3D race over water. After selecting your jetbike (the faster and more powerful the model, the trickier it is to control), time limit and course from the varied selection available, it's out onto the open water for the aquatic time trial. The course is marked out by floating buoys, and though its impossible to crash by running off the 'track', you only score points for as long as you remain in the lane. As the courses become more complex, you're asked to do your bit for the environment by picking up bottles in the water and performing fancy jumps off ramps - bonus points are awarded for both activities.

When you've simulated just about every major sporting event on the face of the planet, what do you do? Simple. You pop along to the west coast of America, where new and increasingly bizarre 'sports' are invented by the minute and - bingo! - you've got an instant handful of brand new material. In this case it's long-standing American developers Epyx who, after several years of computerising everything from cycling to Sumo wrestling in their highly-successful Games, found their well running a little dry and found a plethora of new events waiting for them on the beaches of California.

Obviously enamoured by what they found there, they've now paid a return visit in California Games 2. The games features five new events from the Sunshine State: hang-gliding, snowboarding, jetsurfing, bodyboarding and skateboarding. As has become traditional with Games games, players can choose to practice events just for the fun of it or buckle down and take part in a serious all-events competition with up to seven of their pals. Don't just stand there - get radical!



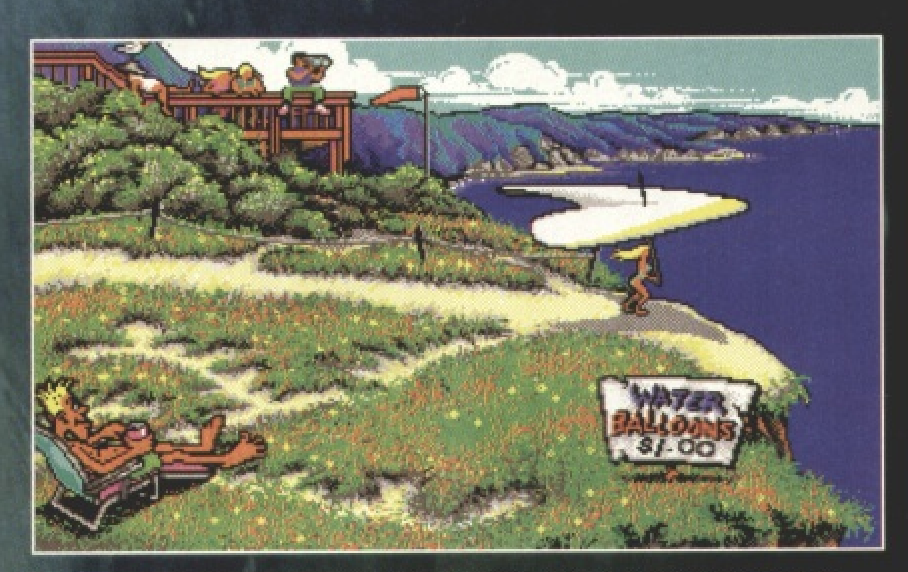


(Left) The drained-out California Aquaduct is the setting for skateboarding, which takes the player's intrepid 'boarder through a sprawling network of metal piping - ideal terrain for all manner of fancy tricks and stunts. Not surprisingly, it's doing exactly that that wins you kudos from the ever-vigilant judges. Among the more impressive moves are the corkscrew, 360° aerial, hand-plant and the ubiquitous 'Ollie'. This is a time trial, with successful stunts being converted into seconds which are knocked off your final time when you complete the course. Since the 'course' is divided into sections of full- and half-pipes, there are dangers a-plenty. If you're not careful you can miss the full-pipe entryway and smack face-first into the wall. This results not only in a disqualification but also certain death (yes, you get buried and everything). Be careful!



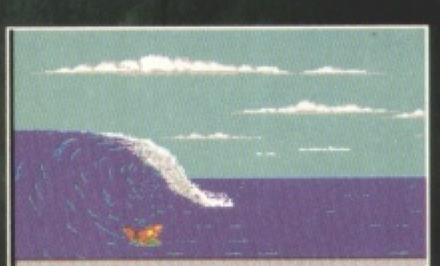
IFORNIA
S II

It's the most excellent sports game of all time - not! Gary Whitta sucks in his beer belly for a day at the beach

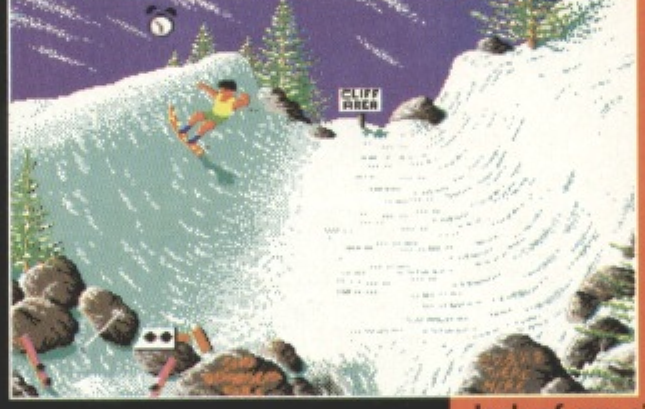




Hang-gliding is the only event in CG2 in which you play a girly and is also one of the hardest to complete. After launching yourself into the void from a perilous cliff edge, your task is two-fold - perform some impressive aerial acrobatics and hit five floating targets on the surface below with water balloons. Do all this within two minutes, and then return safe and sound to your original launch point. Mastery of the air currents is the key as you pull off sexy stunts like the 540° turn, loop, swoop and stall - lose too much airspeed, and it's a hasty dive into the drink and Game Over. The judges score points for hitting the water targets, difficulty of stunts, speed and a clean landing.



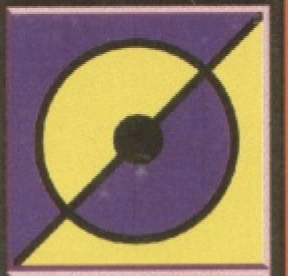
Essentially a more modern and posey version of surfing, bodyboarding is more or less the same thing except you lie on your belly and paddle rather than stand up. Their are two main sections - the first is a stuntfest to impress the judges, played in front of a wave that's right out of an Old Spice commercial. Even the simplest of stunts score points, but the big money is to be had by showing off at the crest of the wave, where you're most in danger of wiping out. Survive this, and it's back to the bottom of the wave for a simple left-to-right scrolling obstacle course, with the player paddling his board as he's forced along by the tide to avoid items such as buoys, signposts, rocks and babes.



Ever fancied being the bloke off the Milk Tray ad? This event - snowboarding - is probably as close as you're likely to get on a computer screen. Hang precariously onto the side of a helicopter, then pilot it up a sheer mountain before dropping yourself onto the slopes at a desirable altitude. From then on it's action all the way, commencing with a sheer run down the frosted mountainside, steering and leaping to avoid logs, rocks, potholes and other obstacles.

THE VERDICT

It's always a danger doing simulations of sports that are as little-known as the five featured here. Unlike soccer or athletics, for example, most people have no frame of reference with what the real thing's actually like. While not exactly a disastrous situation, it can be a bit of a setback if the game isn't executed ideally. Unfortunately that seems to be pretty much the case here. On evidence like this, it seems as though the Epyx glory days are long gone - each of the events lacks that special flair and playability that the company's earlier efforts invariably boasted, and with only five of them on offer it seems difficult to justify the price tag. Of the five, the hang-gliding and skateboarding are the best while jetsurfing is the weakest, simply because there's hardly any real feeling of control. Despite the fact that the graphics and sound do a fine job of conveying the beachside sand-in-the-shoes feel (although the game's PC origins are a little obvious), there's nothing at all outstanding on offer here gameplay-wise. Events such as bodyboarding generate nothing like the kind of exhilaration that they should, mainly because they're so annoyingly limited. Also disgruntling is the lack of any simultaneous two-player events - the fun-factor of the skateboarding could easily have been doubled, for example, simply by racing two people head-to-head via a split screen. Ultimately California Games 2 looks like an attractive proposition on paper but sadly fails to deliver anything like its potential on screen. For die-hard beach bums only.



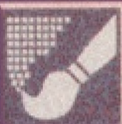
Publisher: US Gold
Developer: Creative Materials

£25.99 Out Now

joystick

MEMORY	DISKS
512K	2

GRAPHICS



70%

SOUND



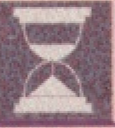
74%

PLAYABILITY



68%

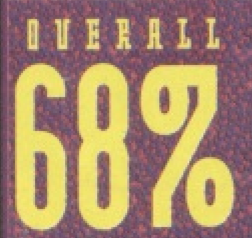
LASTABILITY

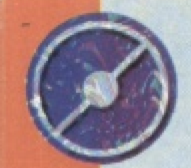


60%

OVERALL

68%





RED ZO



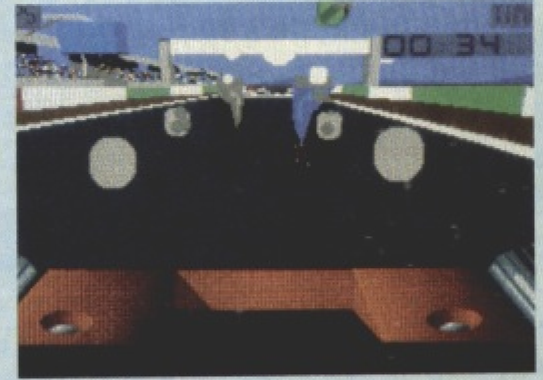
Everybody should have options, true, but Psyggy seem to have gone a little overboard with Red Zone's. Just about every aspect of the game can be turned on or off or adjusted, from the control sensitivity to the competitors' aggression to the trackside detail to the roar of the crowds to the blimp in the sky .



One of Red Zone's less-satisfying aspects is its bike-to-bike bashes. Sometimes, although the bike may still look quite a way away, collisions still occur. It's almost as if each bike has a small forcefield around it and you're bumping into that rather than the bike. It's a bit disconcerting but once you get used to it it's no problem.

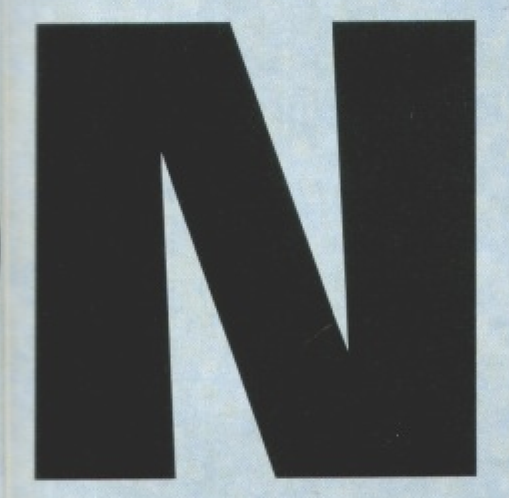


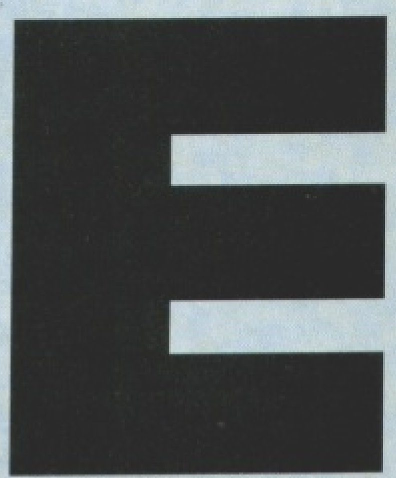




The player can choose between playing with a mouse, a joystick or a keyboard. Personally I preferred the mouse which allows quicker, more precise and immediate control over the tilting, turning bike. You, of course, may feel differently. There's also an automatic gears option for beginners, though the manual gear changing has been well implemented and is easy to pick up.

Crashing into the barriers is generally best avoided. However, when it does happen a simple tap of a function key will re-centre your bike back on the track. Alternatively the cursor keys can be used to reposition the stationary bike to your satisfaction. As your bike takes punishment, either through collision with the barriers or other bikes, its performance becomes more erratic and unpredictable. A brief call in at the pits will soon put this to rights.





Psygnosis asks the games-buying public to get on their bike. David Upchurch, who fancies something big throbbing between his legs, duly complies...

You can't deny that there's something very glamorous about a motorbike. Imagine it: burning down the desolate highway on your black and chrome missile, wind tussling through your slicked-back hair, leather jacket and sunshades glinting in the desert sunlight and, natch, a gorgeous blonde babe riding pillion.



Apart from the usual 'straight ahead' view the player can also switch to one looking backwards, just so that you can check on where the other racers are. (Preferably they're eating your dust, of course.) In addition the player can have a helicopter view come up after a race, which gives an aerial tracking shot of the last two minutes or so of the race. In practice this turns put to be less fun than it sounds and is likely to be toggled off sooner rather than later. The lack of 'out of cockpit' views is disappointing but hardly detrimental to the hard-core racer's enjoyment.

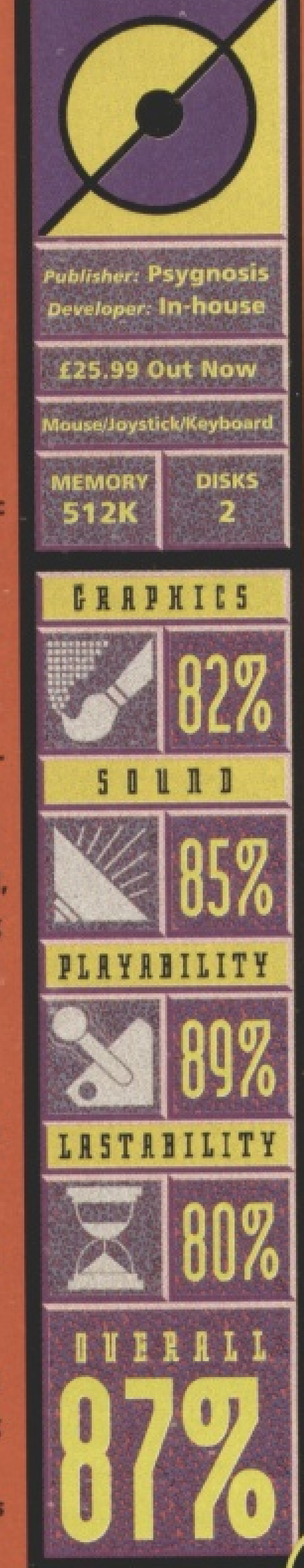
Sexy, eh? Trouble is, while the image is appealing the reality is not. Decent bikes are so expensive - chances are I'd end up with one of those laughable little putt-putt machines so beloved of the fifty-year-old blokes who wear those white helmets that make their heads look like giant lightbulbs. And with my shaky road-manoeuvring prowess I'd probably end up skidding along the M1 at eighty miles per hour on my face before you could say "skin graft".

Which is why I'm always pleased when a game like Red Zone comes along. It allows me to indulge in my most adrenalin-pumping fantasies without leaving an unfortunate red smear on the tarmac or, at very least, a brown one in my underpants.

Red Zone is the latest game from Dan Gallagher, he of Ocean's Voyager and Psyggy's Infestation fame. It's a sort of Formula One Grand Prix on bikes. However, where the MicroProse game had huge depth and rigorous attention to detail, Psygnosis' has an exhilirating turn of speed and super-responsive control. Those who like their racing games hard, fast and easy to get into need look no further.

THE VERDICT

It's usually the graphics that everybody notices first about a game but with Red Zone it's the sound - the bike's growling engine noise is just perfect. Which is not to say that the graphics are lacking at all. With all the detail turned on the ten international tracks look superb and the 3D update is still surprisingly swift. However, there's little doubt that most players will soon sacrifice the game's aesthetic frills in the name of even more speed, reducing the courses to little more than a blur of crash barriers. And blur is the right word because Red Zone is fast, very fast. The good news here is that the player's sensitive-yet-not-too-much-so control over his bike allows him take full advantage of the game's wonderfully-exhilirating turn of speed, permitting much break-neck cornering and straights burning. Even changing gears is easy! If I were a serious bike fanatic I could quibble over several aspects of the game, such as the the fact that the ten courses are modelled on Grand Prix circuits, that there's little authentic league structuring and that there's no opportunity for you to tune or refine your bike's performance, but I'm not so I won't. Although seriously lacking depth, Red Zone is quite simply the most exciting bike-racing game yet. If you hunger for high-speed thrills then Red Zone is the game for you.



*** REVOLUTION IN FOOTBALL MANAGEMENT ***



DIVISION ONE 92 REV 1

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games." -The Guardian

THE GAME Everyone has their own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

SQUADS/TRANSFER MARKET In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep an eye on the changing skills of your team

SKILLS All players have a balance of 5 skills (no "skill levels") which you must develop by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of the match, and subsequently a season of football. Suitable training can develop/enhance skills.

MATCH/STATS Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your team and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goal scorers, possession breakdown and performance assessment.

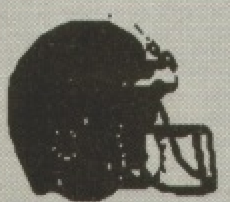
REVISION ONE
The best just got better! All updates that have been made to Division One 92 over the last six months. In addition the match screen has improved, opposition team info expanded, a European transfer market added and a few more minor changes. An edit program and a customisation program have also been added. The manual has been expanded and the packaging improved.

EDIT PROGRAM. Edit the team and players that make up Division One. Produce **your own** Division One, or Scottish League, British League, European League, German/Spanish/French/Italian...etc...etc. Or even make up a league of all the best teams you've ever seen.

CUSTOMISATION PROGRAM Customise the 45 man starting squad. Use your own favourite players, or your local side. How about as squad with Pele, Beckenbauer, Best, Cruyff, Maradonna ....?

WHAT IS DIFFERENT ABOUT THIS GAME?

Division One 92 transforms the soccer management game. You can concentrate on the football. Experiment with players, formations, team styles. Build your dream squad and check it out in accurately simulated league/cup football. Match results are from a unique soccer match. Every pass, tackle, shot etc. is determined by the players involved. Your choice of skills thus influences match results. Mental arithmetic has been dumped. Football knowledge is the name of the game.



HEAD COACH V3

"When it comes to the 4th down Headcoach has it".'Headcoach' 'TV Sports Football' ' head to head.' (Pop Comp.)

Headcoach V3 has been described as "the best game ever put onto a computer". It is the complete American Football game, a multi season epic with the very best strategic elements of the real thing. You will call the plays, devise the gameplans and develop the team.

Use the first season (2 pre-season games, 16 regular season games, and the play-offs) to discover your 45 man squad of players. Then exploit the college draft to improve the team and expand your game play to beat the very best the NFL can throw at you.

Players will age and teams will fade (a player will last about 6 seasons), but you will stay and rebuild ....

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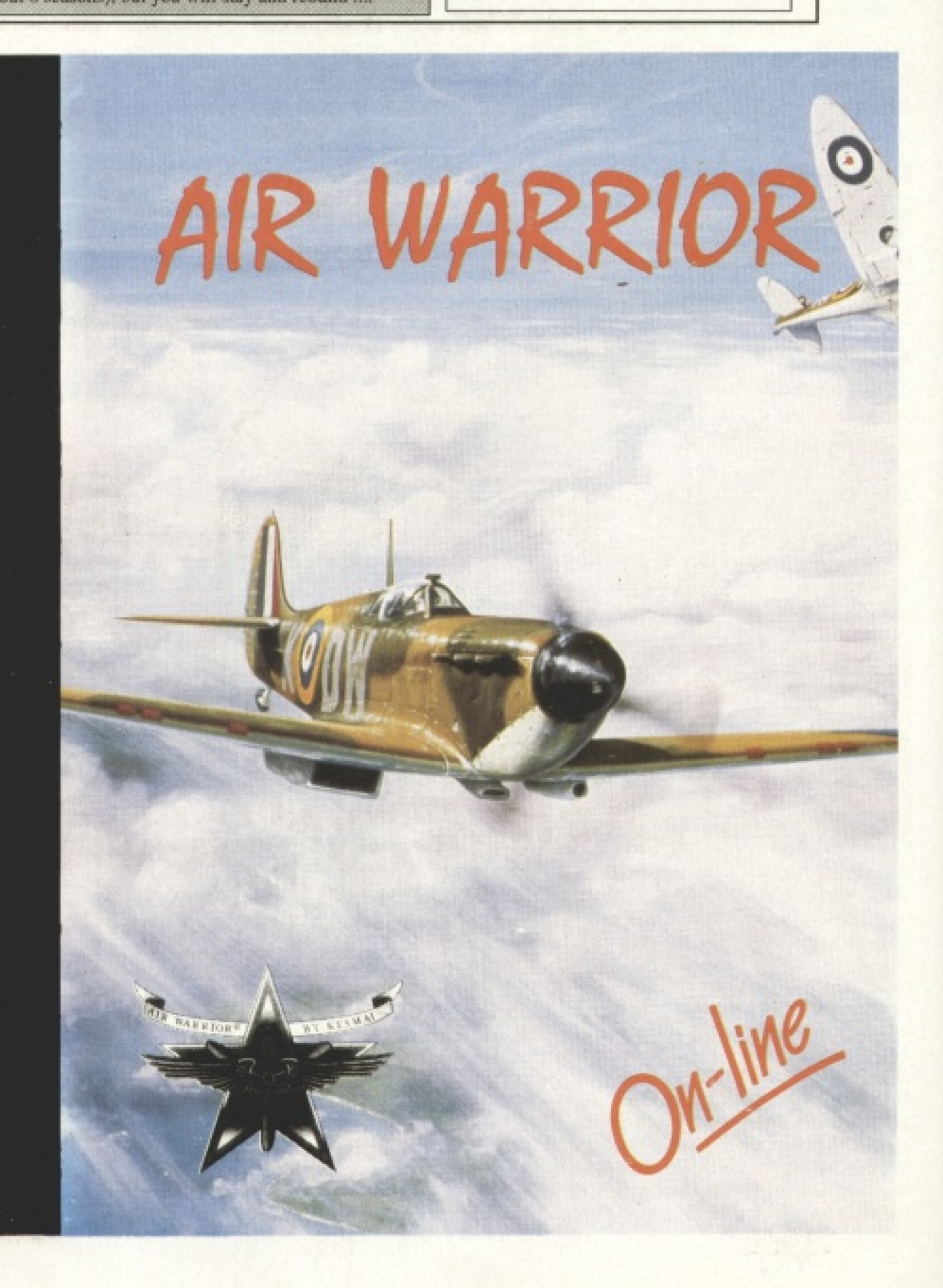
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GOBLIIINS

"Is it an arcade puzzler? Is it an adventure? Is it any good?" ponders David Upchurch over Coktel Vision's latest

King Angoulafre, ruler of the Goblin Kingdom, has fallen gravely ill. In fact, he's more than just ill - he's gone stark-staring bonkers! The King's concerned minions elect a trio of their finest to embark on a perilous trek to the lair of Niak, a wise but irascible old wizard who is the only one capable of magicking up a cure for the King's curse.

The game takes the form of a series of 'flick' screens, each packed with mind-numbing puzzles. The three goblins each have very different powers and abilities and only by working together can they overcome the problems on the current screen and progress to the next. Stupid or rash actions can have dire consequences, often resulting in the party's energy depleting. Needless to say, but 'Zero Energy = Game Over'.

Gobliiins seems to be an attempt by Coktel Vision to appeal to the 'Lemmingsy arcade puzzler' audience. Sadly it's very unlikely to achieve the Psygnosis game's success. Sure, the well-animated goblin characters are humourously done but the game plays more like an adventure than a puzzler. In fact, the game would make a good introduction to the world of graphic adventures if it weren't for the fact that the puzzles are so damn illogical.



The puzzles range from the unusual to the plain obscure. Take this scene, for instance. The boys must give a previously-collected diamond to the book-reading wizard - at least, that's what you have to assume from his outstretched grasping hand. But Oups - who's carrying the gem - can't reach that high so how do you do it? Well, first the Venus Flytraps must be fed with bees. These can be found in one of the little yellow pots on the table to the left but take care to pick the correct pot because one contains an energy-draining surprise - not that you can tell. This causes one of the Flytraps' necks to grow, allowing Asgard to climb up onto the table and punch over the big book to the right, which Oups can then use as a ladder to reach the wiz. Of course.



Having solved a screen the player is given a passcode so that he can skip all the levels already completed. This is a nice user-friendly feature. However, what's not so user friendly is the way that when a player dies there's what seems like an age of pointless disk loading before you're allowed to have another go at it. Why-oh-why?

THE DREAM TEAM

Asgard is the toughest of the three goblins and likes to solve problems with brawn rather than brain. Not only is Asgard good at punching things, he's also pretty smart at climbing ropes - which is actually rather more useful than you may at first think!

Ignatius is a feeble-powered magician. He can use his mystical powers to transform mundane objects into others more useful - and some not so useful - to the quest.

Oups is the the group handyman, the only one of the trio capable of picking up objects and using them. He is, however, a bit of a weakling and can only pick up and use one thing at a time.

THE VERDICT

With Gobliiins the unattractive shape of things to come is foretold from the very first screen. Trying to solve the problems in what seems a logical manner typically results in illogical outcomes, frequently of the game-ending kind. All too often the gameplay reduces to a charade of trial and error, with the player using every character and every 'pick uppable' item in every location and situation possible until he happens to stumble across the correct solution to the current problem. This might have been just about bearable were it not for the annoying wait for a screen to reload if you cock up and want to approach it from a new angle. The user interface isn't perfect, either. Once assigned a task, a goblin cannot be stopped or diverted until it has been carried out - if you change your mind over a rash decision then you can't do a thing about it once the mouse button's been clicked. The program also seems to get a bit confused sometimes, with your goblins not doing quite what you expected them to do. It's sad really. Gobliiins could so easily have been a great game - there's definitely one in there somewhere trying to get out - but due to the clumsy player interface and the annoying game design elements it lands seriously wide of the mark. Gobliiins? Cobbleeers, more like.



BUG BOM

David Upchurch gets sucked inside his Amiga for a spot of debugging courtesy of D.M.I.

Like Indiana Jones hated snakes, I hate bugs. Not, I hasten to point out, the traditional creepy-crawly, six-legged, washed-down-the-plughole, climbing-in-your-ear-and-laying-eggs-in-your-brain kind - they're fine in a hideous, alien sort of way. No, I speak of the dreaded bugs you get in computer programs, that elusive breed of pest which not only crashes your Amiga, it also erases its memory, corrupts your floppies, re-formats the hard drive and then, for good measure, causes the power pack to erupt in flames, resulting in the loss of your house and all its possessions. Or something like that, anyway.

You'll appreciate, then, why I was so pleased to be chosen to review Bug Bomber. In this computer centre, see, there's been a mass outbreak of bugs (hate 'em) in the main computer. You and up to three mates have to enter the computer and hunt down the electronic pests, using any and all means at your disposal, including bombs and flame throwers. Heh-heh-heh!

As you'll have surmised from the screenshots, Bug Bomber is essentially a souped-up version of UBIsoft's Dynablaster. It's simple, very playable, insanely addictive if played by two or more but ultimately limited in scope and lacking in variety. It's also, for all it's refinements and extra weapons, not as good a game as Dynablaster. But hey! That's the risk you take when you try to beef up a concept beautiful in its simplicity.

Eggs are the most complex element of the player's arsenal. The player can choose between five different egg types, each producing a unique robot that will wander the maze of its own accord, searching for bugs and enemy players, destroying obstructing blocks, releasing thunderbolts and generally aiding and abetting the player.

(Below) Bug Bomber's premise is dead simple to understand: Guide your little geezer around the grid-like maze, clearing any blockages in your way with the bombs and zapping the bugs and any other players.



BER



(Above) The player has a number of defences against the buggy hordes, selectable by holding down FIRE and moving the joystick in a number of directions. Most constantly used are the bombs and thunderbolts. Bombs, once dropped, fizz for a short time before exploding and destroying anything in the neighbouring squares. Thunderbolts, on the other hand, hover around for a moment until they find a baddy to home in on. If none can be found they disappear. There are also landmines (not that useful) and robot-producing 'eggs'.



(Left) Littering the corridors of the maze are EN and IQ power-up icons. EN tops up the player's energy, allowing him to battle on longer against the power-sapping attacks of the bugs. However, the IQ icons are rather more interesting and increase the player's IQ (surprise!). IQ is very important - the higher it gets, the longer thunderbolts will hover in search of bugs and the smarter robots produced by eggs will be.



(Above) Up to four human players can compete simultaneously, two on the joysticks and two on the keyboard. Naturally, only one can emerge from the arena alive... This is when Bug Bomber really comes into its own.

THE VERDICT



Simple games of this type are only as good as their playability and, indeed, you may have noticed that Bug Bomber's Playability and Overall marks are identical. In Bug Bomber's case this 'rule of thumb' is fortunate because the game certainly doesn't impress on the sound n' graphics front. That said, they're more than adequate for the task in hand and, even if the sprites and the backdrops do lack the cute Japanese style that made Dynablaster so appealing, they at least have the virtue of being clear and individually recognisable, an essential requirement given their small size. Kingsoft have obviously spent a lot of time thinking about how the basic concept could be tweaked and expanded and the new ideas have been well implemented. However, they just don't add that much to the game. In the heat of battle the last thing you want to bother thinking about is which robot egg to lay. Play has a tendency to centre around the use of good old-fashioned bombs and the longer-range thunderbolts, with anything more exotic rarely making an appearance. Like Dynablaster, Bug Bomber is a competent but ultimately repetitive one-player game, with the real fun coming from the participation of your friends for simultaneous action. If you can muster the mates, you'd be hard pushed to find a more enjoyable group game concept.

CATCH 'EM

"First Gobliiins and now Catch 'Em. Dear God, what have I done to deserve this?" laments David Upchurch

Publisher: D.M.I.
Developer: Prestige

£25.99 Out Now

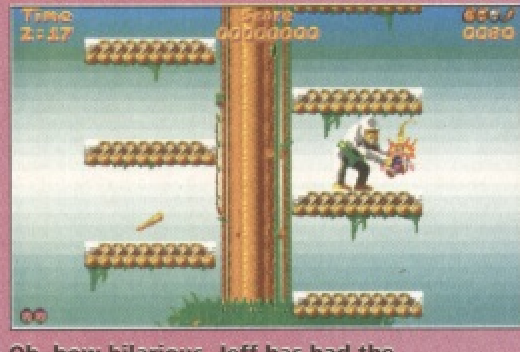
Joystick

MEMORY	DISKS
512K	1

GRAPHICS	48%
SOUND	50%
PLAYABILITY	20%
LASTABILITY	40%
OVERALL	25%

THE VERDICT

I tried to find good things to say about Catch 'Em, you know. I really did. But, try as I might, I couldn't - the game defies all attempts at exhibiting even a glimmer of quality. On an aesthetic level alone Catch 'Em appals. The graphics lacks variety and the garish colour scheme makes it hard to pick out some of the more critical hazards in the game, such as the banana skins on the platforms. While the music is bearable there's a serious lack of atmosphere-building sound effects. Then there's the game's design - it's flawed at its most basic level. Walking back and forth, carrying equipment or captured monkeys from A to B to A again is simply not fun and - playability flaws aside - it's not that difficult either. Given the game's comprehensive password system, it's not going to take that long for a competent player to finish the game. However, the worst has been saved until last. What really makes Catch 'Em the pig it is is its sheer unplayability - the game's riddled with it. Most heinous of all is the way it's all to easy to get trapped in one of those maddening 'death loops', where all you can do is sit back and watch, powerless, as Jeff pratfalls endlessly on a series of banana skins or keeps getting beaten up by the same burly gorilla. I thought this sort of bad game design went out of fashion along with bell-bottom jeans. A certified turkey, and it's not even Xmas.



Oh, how hilarious. Jeff has had the misfortune to be knocked over by an ape and owing to the, how shall we say, 'crap' nature of the game design, Jeff will wake up after a couple of seconds, only to be clobbered senseless again by the same ape who trundles back and forth along the platform. And on it goes until the timer winds down to zero. Hooray.



(Above) The aim of Catch 'Em is for Jeff to round of the escaped apes and get them back into their cages before a time limit runs out. The marauding monkies come in three types: chimpanzees, orang-utans and gorillas. Chimps wander around, eating bananas and throwing the slippery skins on the floor. If Jeff treads on a skin he'll fall over and be knocked out for a few vital seconds. Orang-utangs also wander but will occasionally pick up a ladder and take it elsewhere, a talent that Jeff will need to use often to get to some of the more lofty platforms. Gorillas are the most problematic foe. If they grab hold of Jeff they'll beat him unconscious, costing him more precious time.

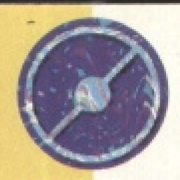
Eeee, there's trouble at t' Zoo. The wily chimps have managed to pick the locks on their cages in the Monkey House and have let out all the other apes. As the sneaky simians sneaked out of the Zoo's gates, the careless caretaker on duty, our hero Jeff, was too busy reading the sports pages in the newspaper to notice.

It's only later, long after the monkeys have disappeared, that Jeff realises they've gone. Fearful for the safety of his job after such gross incompetence, he leaps into his little van and tootles off in pursuit of the hairy escapees. By the time he tracks the down they've scattered all over the place - into the city, into the woods and down the mines - and are on the rampage, clambering up and down ladders, running along platforms, throwing dangerous banana skins on the floor and generally causing havoc.

The scene is thus set for a platform romp of the highest order - nottt! Catch 'Em is trying to be like Lucasfilm's Night Shift, i.e. lots of to-ing and fro-ing as you attempt to keep your head above water, but it's nowhere near the quality of that game, being an ill thought-out, frustratingly unplayable and frighteningly ugly affair. You can read the rest of the review to find out precisely why it's so bad if you want, but if you want to take my advice you'll make your excuses and leave for the next page ASAP.



Jeff can only carry two items at a time. Most useful is the baseball bat allowing Jeff to knock out any stationary ape so that it can be scooped up in his sack and carried to the cages. Easy enough. However, the trick is making the hyper-active monkeys stand still for a moment. This is where the second item comes in handy, such as some food, which the chimps love, or an... er... inflatable girl gorilla which drives boy gorillas wild. These can be found in the back of Jeff's van or waiting to be picked up on the platforms.



WIN A Place In Computer

PLUS Twenty Copies of Lure of the Temptress and Virgin T-shirts up for grabs in our topper LURE OF THE TEMPTRESS competition thanks to

Virgin GAMES

Wow! Completely overwhelmed by the critical acclaim of its superb graphic adventure Lure of the Temptress (our own Gaz Whitta gave it a pants-busting 90% last issue), Virgin Games have decided to hold a unique competition open to all you lovely The One readers.

It's funny really, because not only is the game called Lure of the Temptress but Virgin Games themselves are being a bit 'tempting' and 'luring' you with an excellent prize. "But what is it?" I hear you cry. Well, we'll get to that.

You see, even as you read this, Lure's creators Revolution Software are beavering away on their next epic. Called Underworld, it's a bizarre graphic adventure set in a post-Apocalyptic future where mankind has been driven underground to escape the radiation on the Earth's ravaged surface. Still in the early stages of development, not a lot is known about it.





THE RULES

This competition in not open to the employees of EMAP Images or Virgin Games, their relatives or their friends (if they have any). The competition will close on the 21st August 1992 and the winners will be notified shortly afterwards. The Editor's decision, because he's a Nazi bully-boy, is totally final and no correspondence will be entered into. No alternative prizes will be given and, while every care is taken, EMAP Images cannot be held responsible for entries lost or damaged in the post.

r Games History (perhaps)



However, two things are for definite. Not only will it feature a super-enhanced Virtual Theatre interface, offering easy interaction with Underworld's myriad of characters and scenes, all of the game's graphics are being drawn by Dave Gibbons, the World-famous comic artist who has worked on such top comics as Watchmen and Give Me Liberty and drawn characters from Superman to Rogue Trooper to Dan Dare. Sound like it'll be rather excellent, doesn't it? Which brings us to The Prizes...

THE PRIZES

Not only will you win a copy of Lure of the Temptress and a beautiful and much-sought-after Virgin T-shirt, you - yes, YOU! - will be digitised and scrunched down and turned into an Underworld character. Imagine it: you'll be able to play the game and actually meet and talk and interact with yourself. Playing with yourself has never been so much fun! And, even more incredible, thousands of gamers across the country, will be doing just the same! Now is that fame or what?

And even if you don't come first, don't despair. Those ever-generous Virgin Games people are offering great runners up prizes of twenty copies of Lure of the Temptress PLUS a sexy Virgin T-shirt to wear while you're playing it. Excellent! But what do you have to do to win? We're just getting to that...

HOW TO ENTER

As you can see, there's been a rather nasty accident. A host of famous game characters were competing against each other in the Jaguar XJ220 rally and everything was going fine until Hoi's car's rear axle gave under the pressure. Hoi's Jag flipped across the road, and the following cars piled into it. Very nasty, I can tell you.

Fortunately, firemen managed to cut the mangled bodies of the competitors from the wreckage but the NHS surgeon, who'd been on duty non-stop for five days, made a bit of a Frankensteinian mess of sewing them all together again. What you've got to do is help the surgeons who are trying to put things right again by identifying the body parts, naming who they belong to and which game the character originally came from. It's as easy (?) as that!

Fill in this coupon, cut it out and send it to: Messy Moments Compo, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

My word! What a mess but I think I've worked out what's what:

The head belongs to...........................from...........................

The body belongs to...........................from...........................

The arms belong to ....from...........................

The legs belong to............................from...........................

Brilliant, eh? Now a bit about myself:

I am: ....

I live at: ....

....

....





Cheap doesn't necessarily mean nasty. The best things in life are free - or at least inexpensive. So, with those two pearls of wisdom in mind, why not save your hard-earned pennies and invest in some low-price, high-quality budget action! Come on... you can't think of a single good reason not to, can you? Thought not. Well, there's a topper mix of original and re-release titles on offer this month, so feel free to take a look around and don't hesitate to call if you need anything...

EMLYN HUGHES INTERNATIONAL SOCCER

Touchdown £9.99



"Eeeeeee! I know it, I know it!" Thank God he's not on A Question of Sport anymore. And Audiogenic's game comes at a particularly unfortunate time, what with the soccer sim market already full to overflowing. With the likes of Sensible Soccer and, to a lesser extent, Striker on the scene, it's difficult to imagine what else you'd need. If you're a bit skint, however, this may be your only option. It's a side-on scrolly affair in the Manchester United/John Barnes vein that looks and plays very much like its semi-namesake, the old C64 classic International Soccer. Veteran gamers who go all dreamy-eyed at the prospect of this, however, should be warned that this Amiga incarnation isn't as hot as all that.

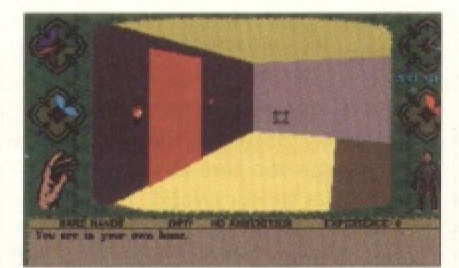
After wrestling with the outrageously primitive menu system (it wouldn't look out of place in a mid-eighties Spectrum game), the players trot out onto the pitch for kick-off. There's not much in the way of sophisticated control or tactical play here - it's basically just a kick-and-run arcade game that relies almost as much on luck than judgement. Everything is handled in the most predictable and straightforward manner possible, with a control mode that's anything but immediately instinctive and takes time to master if you're to acquire anything like proficiency. Chances are most casual players won't bother and be content with just booting it at the net and hoping.



Aside from the on-field action, there's a flimsy managerial element that allows you to pick your squad and team (based on players' skill and fitness levels) for taking part in league and cup competitions. You don't exactly get to be Graham Taylor (although who'd want to be these days?), but it does add some mileage to what is otherwise a very simple game.

It's possible to draw an analogy between Emlyn Hughes International Soccer and the man himself. As a player, Hughes is well past it - any of today's supremos would run rings round the aging star. The same can be said of the game - it's nice in its own way, but it's still wearing long shorts and heavy boots, and offers no threat to silk-clad superstars like Sensisoccer. To be fair, EHIS is an enjoyable kick-about that hard-up and undemanding soccer fans should be happy with. It's problem is simply that it's too old-fashioned and rudimentary.

TINKY RATING: 58%



SLEEPING GODS LIE

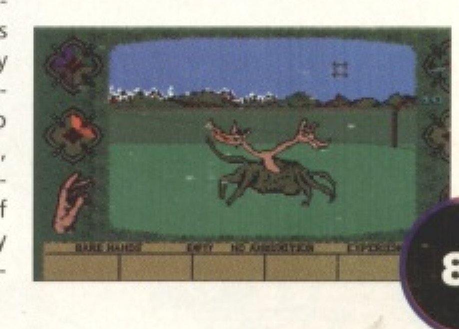
Touchdown £9.99

This odd little number, originally from the Empire stable, is an odd cross between yer average role-playing game and vector-based adventures like the Mercenary trilogy. Exploration and puzzle-solving are the names of the game as the player wanders around a 3D fantasy world on a mission to wake "the sleeper" and thereby rid the kingdom of the horrible demons that rule it. Ho hum.

Those immediately put off by the mere mention of the word "role-playing" should not be put off, however - at least not for that particular reason. The emphasis is much more on adventure and exploration, and despite its magical scenario, the game is pretty much free of any stuffy RPG pretensions. In practical terms, the idea is to explore the eight kingdoms of Tessera, acquiring objects, chatting with characters and battling the wide variety of monsters with an equally wide variety of weaponry and armour. As you progess, portals to new kingdoms can be found, opening up new avenues of exploration and so on ad nauseum.

If anything, Sleeping Gods Lie is very easy to get into. Combat, for example, is as simple as selecting a weapon with the relevant function key, pointing yourself in the right direction (it's all played in first-person perspective) and hammering away on the fire button. The only problem is, though it may be easy to get into, it's not so easy to stay interested in once you've done it. Imagine playing Mercenary without the spaceships - it's not much fun having to walk everywhere, especially when the landscape is as flat and unconvincing as it is. From a distance people and monsters look a mess, and don't improve much when they get up close. It's difficult to imagine who Sleeping Gods Lie could appeal to - it's far too slow-moving for most of us, and any serious RPG fan will no doubt dismiss it as lightweight piffle. Personally, it bored me to tears. There's just no compulsion to actually achieve anything, so feeble are the aesthetic rewards. Your time is better spent elsewhere.

TINKY RATING: 54%



CHEAPOS!



SEYMOUR GOES TO HOLLYWOOD

Codemasters £7.99

Obviously not wanting to keep all its eggs in one basket, Codemasters has created a couple of new stars to take up the mantle should the all-conquering Dizzy ever fall from grace. Steg the slimy slug turned up a couple of months ago, and now we have Seymour, a character who seems to bear a striking resemblance to Dizzy. Okay, so he's buck-toothed and slightly less egg-shaped, but basically this is Dizzy with a weight problem. The game itself isn't much of a departure from the usual Codies fare, consisting of the sort of platform action that Dizzy would be quite happily at home in.

As if you couldn't guess, the story has our new-found hero Seymour travelling to tinseltown to become a big star in Dirk Findelmeyer's latest blockbuster. Only problem is, the film's been sabotaged! To succeed, poor old Seymour's got to find a way to retrieve the scripts from the closely-guarded studio safe. Getting them back should be a familiar task to anyone - walk and somersault around the static screens, collect objects and use them elsewhere to solve the simple puzzles. It's a combination of basic platform dexterity and some rudimentary mindwork. Oh, and some map-making skills for the maze-like studio wouldn't go amiss either.

Virtually indistinguishable from any Dizzy game you care to mention, Seymour Goes to Hollywood succeeds for many of the same reasons. It's simple, unpretentious, bright, colourful and fun. It's by no means an epic, but it's the sort of game that's ideally suited to a budget pricepoint and it really does offer good value for money. Methinks that if its satirical comment and sideswipes at Hollywood you're after, you'd be slightly better served by going to see The Player or something. But if it's a slice of reasonably-priced platform action you're after, this knocks anything that Robert Altman could come up with into a cocked hat. 'Nuff said?

TINKY RATING: 82%



SPIKE IN TRANSILVANIA

Codemasters £7.99

What a treat! A double dose of platform fun from the Darling boys this month! And, if I'm not mistaken, the second attempt this month to launch a new rival to Dizzy upon this world. However, I can't quite see a fat little viking fellow capturing the collective imagination of the gamesplaying public. But then again, if a stupid egg with a safari hat can do it...

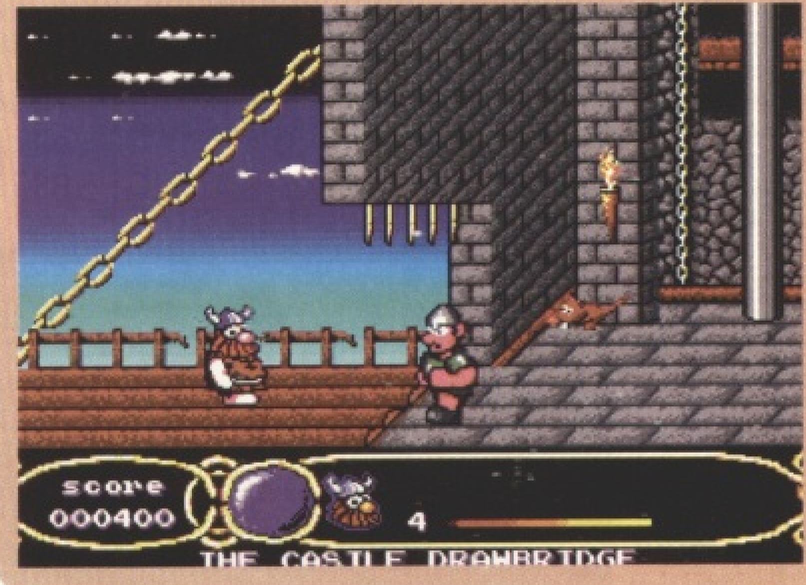
As I've just revealed, Spike is a viking. But, as the screenshots testify, he is in fact nothing like the rather svelte young figure performing athletics on the front of the box. Rather he is a short little podgy geezer with a red beard who bears a striking resemblance to Hagar the Horrible.

After a quick perusal of the gramatically nightmarish instruction flysheet, we learn that Spike the viking's pals have been locked away in the dungeons of the local castle, and he has to go and save them. So off we go, walking through the village streets, popping into houses, collecting objects and avoiding these horrible little rat sprites that run around the cobblestones sucking Spike's energy. Unlike Dizzy and Seymour, Spike isn't much of a platform hero - he can't even jump - but he can move into and out of the semi-3D screens. Other than that it's much the same story as previous CM efforts. You can have limited chats with characters, give and take objects blah blah blah. Predictable? Yes. Unsophisticated? Yes. Fun? Well... yes, actually.

I didn't enjoy Spike as much as I've enjoyed the Dizzy games because I like a bit of leaping about and Spike's rat-dodging isn't quite as much fun. Also, the object manipulation system leaves a bit to be desired, and often results in players picking up the wrong thing, dropping objects they want to keep and so on. Hardened arcade adventurers are unlikely to be challenged, but it's a pleasant enough diversion that once again proves that Codemasters know exactly what punters expect for their eight quid.

TINKY RATING: 79%





YOU LUCKY, LUCKY PEOPLE!

Are you ready for the thrill of learning that you have become one of the luckiest people on earth. Lucky enough to win a One competition? You are? Then read on.

Obviously, many hundreds of thousands of unfortunate entrants will have their hopes and dreams dashed to pieces on the cruel rocks of fate, and will no doubt lie awake at night crying and worrying why they weren't selected. Should they have used nicer handwriting? Should they have used that postcard with the kittens on? Should they have included all their entries to different competitions in one envelope? Ah, these thoughts lead to insanity.

The simple fact of the matter is that you never give a thought to all the unfortunate people who don't win so long as you're one of the winners. And there's no way of making us pick a particular entry, you know. And that's the delicious randomness of it all. All the brightly coloured pens and Mr Men envelopes in the world won't help you win, although they will brighten our day.

So, with that sobering thought, let us inspect the lists of winners of the competitions in the first two issues. And in order to prove our impartiality, we shall detail the style of entry.

If you are one of our lucky winners, you should be receiving your prize in the post within about two weeks. If it hasn't turned up, feel free to ring up and ask to speak to Gary Whitta.

JAGUAR XJ220

Way way back in the mists of time (well, in issue one, in fact) we offered the chance of winning a glamorous and exciting model Jaguar XJ220 worth well in excess of £200.

The Answers:

1) Core's only other car game is, of course, Car-Vup.
2) Jaguar won the last Le Mans 24 hour race in 1990.
3) Core are based in Derby.

And the lucky man who managed to got picked out of the hat for his correct entry is Stuart Southgate from Doncaster. (Standard envelope, interesting use of biro & felt tip pens)

GAMES INDEX 1

What a massive response! Literally trillions of replies flooded into the office in response to this little brain teaser, and that's no lie! And rising to the top of the heap was... Jason Peet from Carlisle. (Sealed white envelope with answers on the back.

And those answers were:

1) Encounter and Megatraveller 1 had 72% sound ratings in the index that month.
2) The highest overall score in the index that month was 96%, awarded to Populous 2 in fact.
3) Our biggest gripe with Rise of the Dragon was that it was too easy.

GAMES INDEX 2

What an even massiver response! Literally frillions of replies etc. The winner this time was Ayman Agabani from London. (White postcard, black letters). He had the correct answers, which were:

1) The lowest scoring load of old crap in the index in June was Space Quest IV receiving a stern 49%
2) The skillful game winning 90% marks for grpaihcs sound and playability was Project X.
3) The Ultima game to have come from the fine quill of Lord British is Ultima 6

WIN A HARD DRIVE

Remember back in June when the fine Sierra fellows gave us a big hard thing (har har). Well now it's time to give it to... Philip McCarthy from Warwickshire. (Berol Roller if we're not mistaken with a little stick on address tab.)

The Answers:

1) Sierra's futuristic detective adventure was called Rise of the Dragon.
2) The programmers behind Sierra's Space Quest call themselves The Guys from Andromeda. Not, as some of you helpfulls suggested, The guys from In House.
3) The hero of Heart of China was Lucky Jake Masters.

Those who didn't win the hard drive but did win a copy of the forthcoming Castle of Dr Brain are:

Graham Wynn (ironic eh?) from Southsea in Hants, Robert Smith from Edgbaston, Neil Brewer from Basingstoke, Jason Morrison from Portadown, Andrew Clifford from Leicester, CJ Robinson from Notts, Martin Chester from Kent, Mr C Chandler from Birmingham, Nick Guderis from Cheddleton in Staffs and last but by no means least, M. Munoz, from Southport in Merseyside.

DUNE

June was also the month we ran our Dune contest, offering a Dune bumper pack of the movie, the original Dune book, the game and a poster to the man who could answer our especially tricky questions. The answers, for your information, are as follows:

1) The actor in Dune who likes cherry pie is Kyle Maclachlan (who is Agent Cooper in Twin Peaks)
2) There have been six Dune Books.
3) The connection between Dune and turtles (which only a tiny fraction of entrants got right) is, of course, Sting. Because one of his groovey discs was called "Dream of the Blue Turtles".

The winner of this one was Stephen Meath from Merseyside.

Well done to the winners, and bad luck to the losers. Better luck next time.



ROYAL AIR FORCE MUSEUM

BRITAIN'S NATIONAL MUSEUM OF AVIATION

This voucher entitles half price entry to the Royal Air Force Museum for one child when accompanied by a full paying adult. It also entitles the same child to a free ride in the flight simulator. This voucher cannot be used in conjunction with any other offer or discount and is not exchangeable for cash. Voucher valid until 31st December 1992. Royal Air Force Museum, Grahame Park Way, Hendon, London NW9 5LL. Tel: (081) 205 9191 (24hr) Opening times: Daily 10.00am - 6.00pm (last ticket issued 5.30pm) Nearest tube: Colindale (northern Line) Road access via the A1, A41, A11 or North Circular, large free car park.



Photo by Sgt Rick Brewell. Crown Copyright.

WIN A B-17 Flying Fortress!

(and get into the Royal Air Force Museum at Hendon FREE!)

Stand straight, you 'orrible little men! You're not round your mum's house now! You're reading The One, and as such are demanded to look smart and pay attention at all times, not shamble about like a bunch of tramps. You there, in the smelly tracksuit top with the floppy hair - yes you! Don't you know that you're supposed to be entering a competition? What competition? WHAT COMPETITION?!!! Only the most splendid competition in the history of aviation, that's what! It's the One & Microprose & The Royal Air Force Museum's B17 Celebration Competition!

Now. Eyes front, look sharp! Microprose as you should know if you had your ears open during basic training are the top people when it comes to flight simulators, and they currently completing work on their latest effort, B17 which accurately recreates all the thrills and spills of piloting the famous aircraft on bombing missions over wartorn Europe.

And in order to celebrate the forthcoming release, they're running a competition with The One for twenty five of you undeserving rabble to win copies of the game. AND they're giving you a chance to go to the museum at Half Price and go on a flight simulator for free!

So, I want a nice orderly dispersal. One by one, I want you to take a pen and fill out the competition coupon. Then, I want you to take a pair of scissors and snip out both the coupon and - wait for it - the voucher. TAKE the coupon to the post office. TAKE the voucher to the museum.

GO!

The Questions

1) The B17 was featured in which motion picture.

a) Memphis Belle

b) The Dirty Dozen

c) Biggles - The Movie

2) Name Microprose's recent driving smash hit.

a) Vroom

b) Jaguar XJ220

c) Formula 1 Grand Prix

3) What's the highest scoring Microprose in our own glamorous Games Index?

The Rules

The competition is not open to employees of Emap Images or Microprose or their relatives. The compo closes on August 21st. The editor's decision is final and no correspondence will be entered into.

Name: ....

Address: ....

....

....

Answers:

1) ....

2) ....

3) ....



URIDIUM 2

Andrew Braybrook, famed for such Amiga classics as Paradroid 90, Rainbow Islands and Fire & Ice, has recently started work on his latest project - Uridium 2. A sequel to his blockbusting Commodore 64 blaster, Uridium 2 looks set to be his best Amiga work yet. This month The One EXCLUSIVELY begins serialising his no-holds-barred development diary.

Month by month and in his own words, Andrew will take you through every step of the game's development, from conception this month to completion - hopefully - at the end of the year. As the work progresses, you'll be privvy to the latest screenshots, along with Andrew's most intimate thoughts, feelings and programming tricks. You thought the Princess Di serialisation was big? You just haven't seen ANYTHING yet! Take it away, Andrew...

PART ONE - THE STORY SO FAR

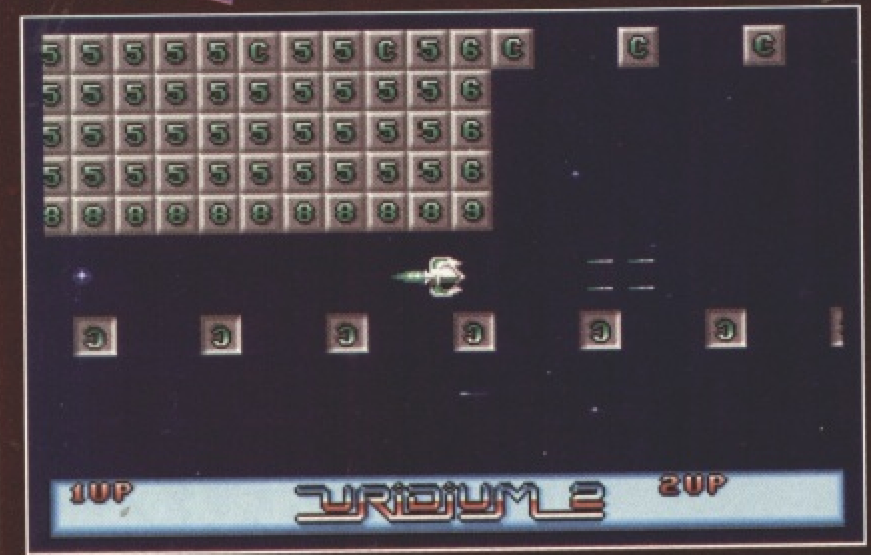
The initial foundations for Uridium 2 were laid down in early 1991 during Fire & Ice's development. Having got a smooth-scrolling system working, which allowed easy background animation and didn't take up too much time per frame, it seemed a good idea to save a copy of the basic system to another project directory. I could then carry on adding routines specific to Fire & Ice's needs and not have to remove them later for Uridium 2. This, as it turned out much later, was nearly a good idea.

The idea of doing Uridium 2 on the Amiga had been around since 1987 when I bought my first Amiga, an Amiga 1000, from Gary Liddon, erstwhile journalist and programmer extraordinaire (at least that's what he tells me). My first naive dabbles with DPaint resulted in some fairly crude mock-ups of what the game might look like on the Amiga. Since then Graftgold has expanded from a two-man outfit to an eight-man one, and my graphics ability pales into insignificance against the expectations of Amiga owners today. I shall thus refrain from doing too many pixels for this game but any that I do 'lay down' I will sign personally.

I spent a few evenings changing the playing window size and testing out the 32-colour sprite plotting routines. I try to write all routines to be as flexible as possible so I can just tell the assembler how many bit-planes, i.e. colours, I want to display and the routines will still work. I really do want to use 32-colour backgrounds in this game and, without going into too much detail about why all Amiga games aren't in at least 32 colours, I'll probably be cursing that decision later.

All work totally ceased on Uridium 2 a short while afterwards when we decided that









(Above) Andrew's first working version of Uridium 2 has the new, smaller, Manta fighter flying over a background marked by characters that allow him to check that everything is functioning properly. The ship can already thrust, turn and fire as in the original.

(Left) One feature currently in the experimental stage is to have a second fighter, either controlled by another player or as a robot drone that copies the Manta's actions.

(Below) These two shots, which look almost exactly like the C64 original, were mocked up by Andrew on DPaint a few years back. He's confident that the finished version will look far more sophisticated.

our choice of publisher for this game was limited by the publishing rights to the original Uridium being in the hands of an administrative receiver. This has since been resolved and Graftgold now has all publishing rights to future variants of Uridium. It has taken another six months to actually restart the project as the pace on Fire & Ice hotted up (excuse the pun) and all my time was taken up finishing that off.

It also seemed appropriate to start the project proper on a sensible PC, rather than the heap of scrap metal that my old 8088-based PC has become these days. Let's be honest here, it's down tools brothers until we get some realistic tools to work with - I'm fed up with emptying the lake with a teaspoon! When it takes about four minutes to change one line of code and try it out, you've forgotten what it was that you wanted to test. Coding these days involves very, very large programs and you need professional tools and high-speed computers to deal with it all.

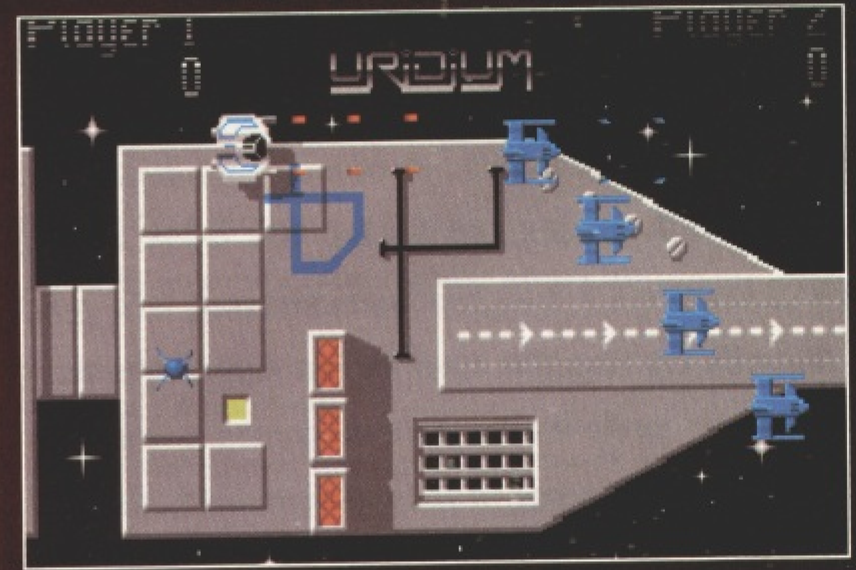
Take Fire & Ice. The actual game code, excluding our operating system, must run to about 60,000 lines of code (and I don't mean the inflated figure that the assembler spits out after expanding all the macros). Just 60,000 lines of handwritten code would take about a whole box of 1000 sheets of fanfed paper to print out, if the printer lived that long!

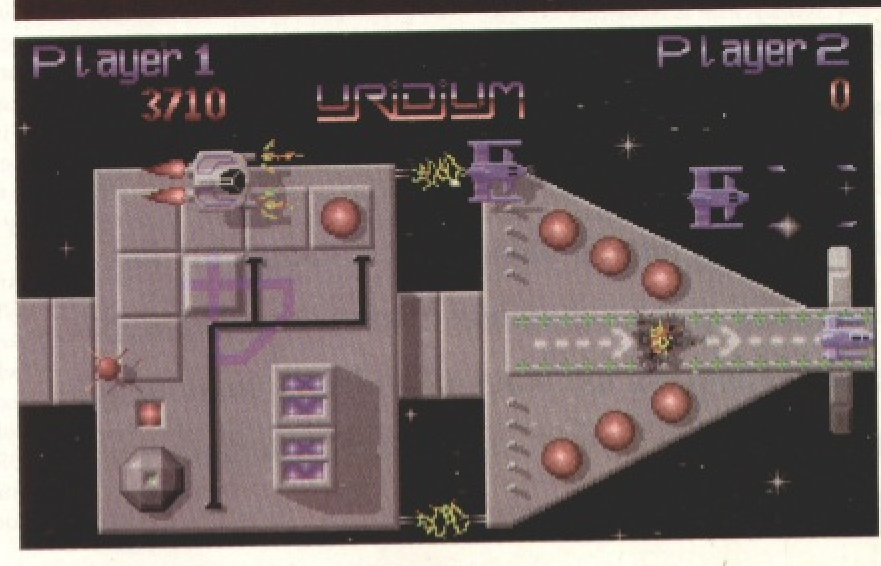
Anyway, the story has a happy middle at least, as I'm typing this on a 486DX turbo-nutter machine with a 100Mb hard disk whose only desire in life is to do my bidding but yesterday, instead of making an appointment for a week's time. The old machine sits under another desk in shame, full up, burnt out and redundant. Graftgold is dragged kicking and screaming back into reality from its little world of slow motion.

Work has continued now at a cracking pace, and the first thing that happened was a total rewrite of the scrolling system so carefully removed from Fire & Ice at the beginning. I said it was only nearly a good idea. That system was good for Fire & Ice because I wanted lots of background animations using 16 by 16 pixel super-characters. Uridium 2, as I see it, requires little or no background animation - no boiling porridge, rippling sea, rising bubbles, waterfalls or spinning pick-ups you see.

Instead I want to be able to reflect background characters and have alternate palettes on individual 8 by 8 pixel characters. This is more akin to the C64 and certain other newer computer-type machines that are best left unmentioned. The scrolling rewrite took about two days and did everything that I wanted and it was good BUT it was a little on the frame-time expensive side when scrolling at high speed, and Uridium needs high speed like Nigel Mansell does.

It's one thing scrolling at a couple of pixels a frame; you can build up newly scrolled data over the next 'n' frames before you cross a 16-pixel boundary, which is the resolution that the Amiga coarse scrolls by. This beast requires scrolling at up to 8 pixels per frame, leaving only two frames to build a stripe of new characters on the leading edge of the scroll.







THE GAME

For those of you not familiar with the original Uridium, here's the deal:

There are these fifteen giant alien 'super-dread-noughts' lumbering towards the solar system, sucking the mineral resources from planetary cores as they go. You've been dispatched in a Manta-class space fighter to put a stop to all the nastiness. Basically what this entails is super-low flying across the horizontally-scrolling tops of the cruisers (each one is so big it's a level in its own right), weaving through the metallic superstructure and doing battle with dreadnought's squadrons of drone fighters. Once you've landed on the runway at the other end of the ship and set the self-destruct sequence, you must escape back the way you came as the ship explodes around you. It's super-fast, super-frenetic - and super-difficult.

When released in 1986, Uridium pretty much swept the awards board, picking up Best Arcade-Style Game, runner-up Game of the Year and Programmer of the Year for Andrew at the Golden Joystick Awards. Andrew also scooped Programmer of the Year and Best Shoot-'Em-Up at the Newsfield Awards. Oh yes, and it got to the top of the charts as well. Hardly surprising he's doing a sequel, is it?

"Uridium 2, as I see it, requires little or no background animation - no boiling porridge, rising bubbles, waterfalls or spinning pick-ups like in Fire & Ice."

The upshot of all this is that 16-bit computers don't much like working in bytes; it's no quicker than working in words (that's two bytes nailed together), so I'm back to working in 16 by 16 pixel lumps which I can reflect or change colours of. This reduces the scrolling overhead so that I can run a sensible number of sprites around on the screen. So what do we actually have on the screen?

Well, graphics work actually commenced at the beginning of June 1992 with some background blocks. I haven't put any into the game yet as I don't have a suitable mapping program that can do what I need, and I don't want to spend two months writing one on the Amiga. Steve (Turner), Graftgold's boss-man, has promised to write a generalised mega super mapper on the PC, so I'll wait for that. I don't need backgrounds just yet.

So what's actually on the screen, then? Well, I've got a couple of rough Manta frames done on DPaint and a load of numbers where all the frames of animation should be so I can check whether the program is working, and I've got a few test background blocks, again with numbers on so I can see if they're working. Oh, and I've done a score panel with the game name on... 'Uridium 2' in large friendly letters! As from tomorrow I'll log things a bit more formally so we don't get sued by the Equal Rights for Diaries brigade. I've already got the dates done, all I have to do is fill in the rest...

NEXT MONTH!

The pace hots up as the Uridium 2 super-diary begins in earnest.

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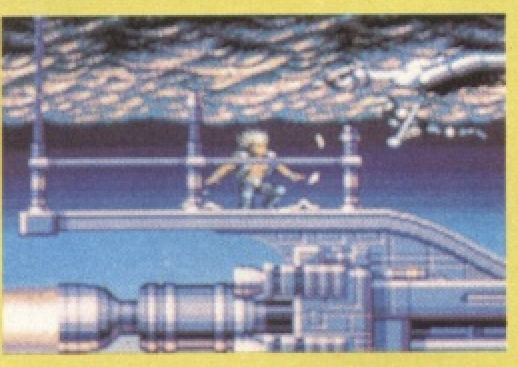
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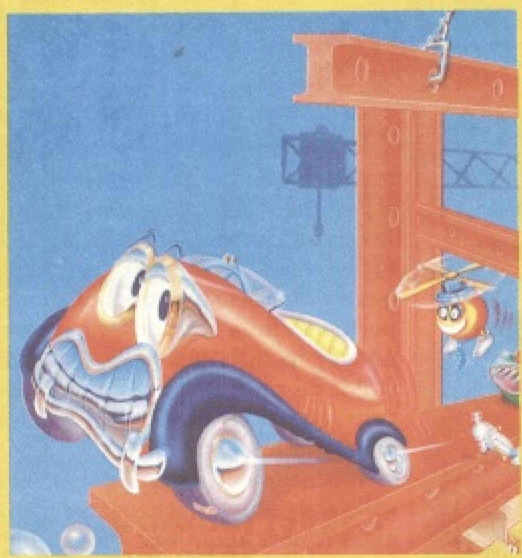
Your role as a Zodiac agent is to infiltrate the sixteen-floor headquarters of the Corporation and



ONE AND GET A FREE GAME!

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CAR-VUP



As Arnie, you drive round all eight worlds featured within the game's 48 levels attempting to turn Captain Grim's evil back into good. You must rescue your kidnapped friends, make all the worlds a better place again and then go on to defeat Captain Grim at the exciting climax of the game.

FRENETIC

Is there life beyond the outermost edges of the universe? Join the scouting team which is sent to break



through the defences and reach the distant edges of the mapped universe. Go further than any ship has dared venture before....



TORVAK

Evil lingers all around .... a shadow of despair has been cast over your homeland. Avenge your people and complete the 600 screens over five levels to the final confrontation with the evil necromancer.

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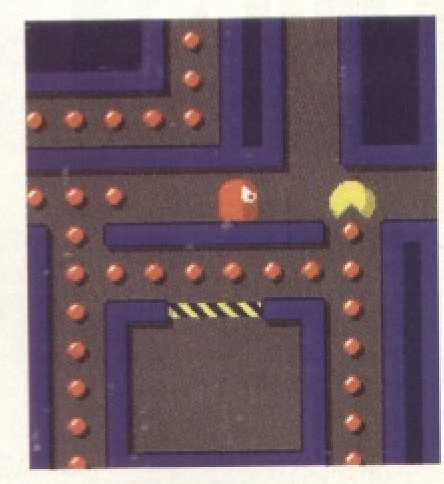
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Ping! Page 98. This page for Public Domain, Shareware, Licenceware and assorted cheap software. Want some help with that pushchair, madam? Right you are, then. Please mind the doors. Going up...

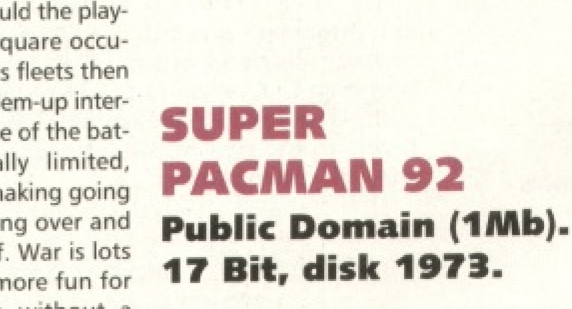
WAR

Shareware (1Mb). 17 Bit, disk 2003.

War! Huh! What is it good for? Absolutely nothing!" sang Edwin Starr back in the 70s. How wrong he was because War is right smart. I'm not talking about the real thing, of course, which is all blood n' guts, brutal n' inhuman. No, I'm talking about this great Shareware game. In essence War is a rather simple board game for two players (either human vs computer or human vs human), each assuming the role of Emperor of a massive space empire. Each player's aim is to expand his Empire and rub the other's out.

Play takes place on a small grid. Each player takes it in turn to move his spacefleets from square to square. Each square occupied is claimed as part of the player's Empire. Should the player move his fleet onto a square occupied by one of the enemy's fleets then there's a arcade-ish shoot-'em-up interlude to decide the outcome of the battle. Although strategically limited, there's enough decision-making going on to keep the brain ticking over and the battles are a great laff. War is lots of fun for one and even more fun for two. Pick of the month without a doubt.



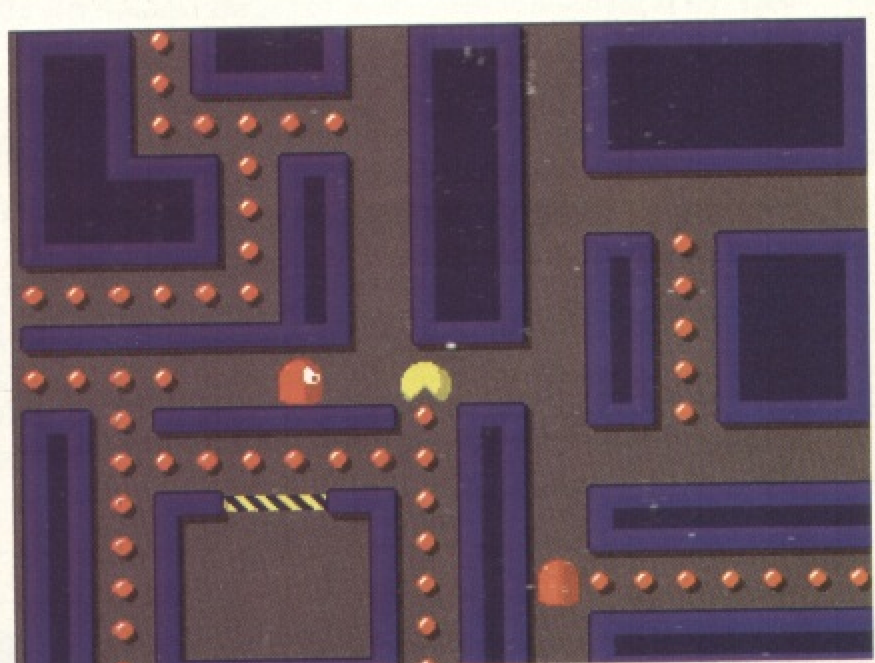


SUPER PACMAN 92

Public Domain (1Mb). 17 Bit, disk 1973.

Hmmmm, so this is Super Pacman 92, is it? Well, it's definitely Pacman and I've no argument with the date but 'super'? Not quite. As always, Pacman must be guided around a maze, guzzling the yellow pills littering the passageways while avoiding four roaming Ghosts. By eating rare 'power pills' Pacman is given a chance to turn the tables on his pursuers - for a brief time he is invulnerable to the Ghost's deadly touch and if he can catch them before the pill's power wears off then mucho points are his.

The major difference between 'normal' and 'super' Pacman is that the maze is now about two screens high by two screens wide, with the 'game window' smoothly scrolling to follow Pac the Man on his travels. Although good looking, this feature makes it hard for the player to plan a safe route around the maze. Although the control is generally good, Pacman is rather slow to turn back on himself, making it all too easy to 'skid' into one of the Ghosts. However, the biggest fault is with the power pills. There's absolutely no warning when the Ghosts are about to revert to their normal fatal-to-the-touch selves, making chasing them a bit of a pointless and often lethal pastime. All in all, more than a little disappointing.

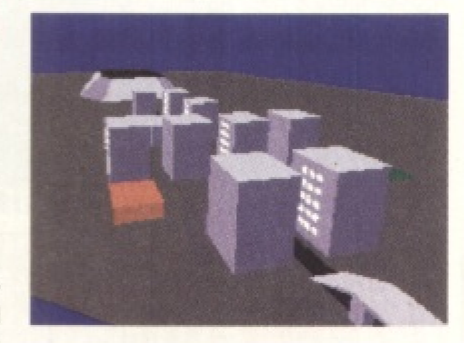






FATAL MISSION & 'THAT TENNIS THING'

Public Domain (512K). 17 Bit, disk 2005.



Fatal Mission is a horizontally-scrolling shoot-'em-up, plain and simple, and comes complete with everything you'd expect from a good blaster - loads of nasties, loads of bullets and loads of power ups. There's only one level but it's fiendishly hard so as long as you've got a low frustration quotient you should get your money's worth out of this. 'That Tennis Thing' is a basically Pong, with the innovation being that the bats can now shoot at each other. Hmmm, radical.

(By the way, make sure that you read the instruction and credit screens - they're rather droll.)

BATTLECARS 2

Public Domain (512K). Fortiss PD, disk 868.

This is what we want. No poncing about, just drive an armoured hotrod bristling with front-mounted machine guns and homing missiles around a major city blasting seven shades of Shell out of the other road users. Sadly, however, although Battlecars 2's premise is excellent the actual execution of the game is not.

Technically Battlecars 2 is fine - the 3D polygons are fast if on the bland side and the car drives like a dream - but, as so often happens, it's the gameplay that's the problem. In one-player mode you have to track down and destroy a computer-controlled roadster in under three minutes. The computer doesn't fire back or seriously try to avoid you, making it something of a turkey shoot. In two-player mode you can fight another human head-to-head, as long as you've linked two Amigas by a cable. Why not split the screen so that two people can play on one Amiga? I guess a two-player game would be quite good but since we lack the equipment to do it (and you probably do too) it's a bit hard to say. Better luck with Battlecars 3, eh?



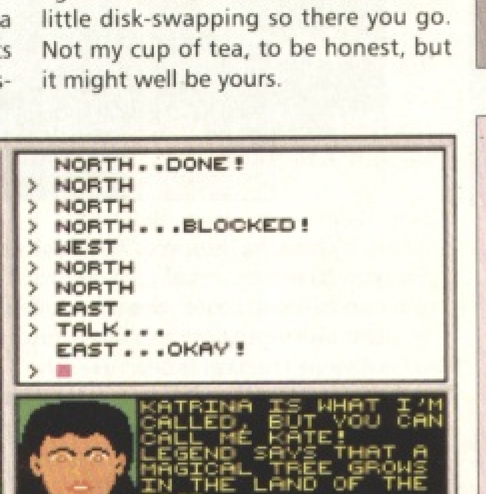


LEGEND OF LOTHIAN

Public Domain (512K). PD Soft, disk 2491.

We're in RPG country with Legend of Lothian. The King of the land of Mercia has been put under a powerful sleeping spell. You, a humble shepherd, have been chosen by the Gods to save Mercia from chaos. By exploring Mercia and its many towns and cities you must discover a cure for the King's ailment. Already foul Orks have started invading the land so there's plenty of opportunities for a good ruck.

Graphically Legend of Lothian is no great shakes - you and the people you meet are depicted as white unanimated outlines, for example. That said, some of the portraits, which pop up when you interact with somebody, are quite nice. Compared to Ultima VI, Legend of Lothian lacks depth but then again it comes on one disk and there's little disk-swapping so there you go. Not my cup of tea, to be honest, but it might well be yours.





MAGNATRON

Shareware (512K; not A500+ compatible). 17 Bit, disk 2019.

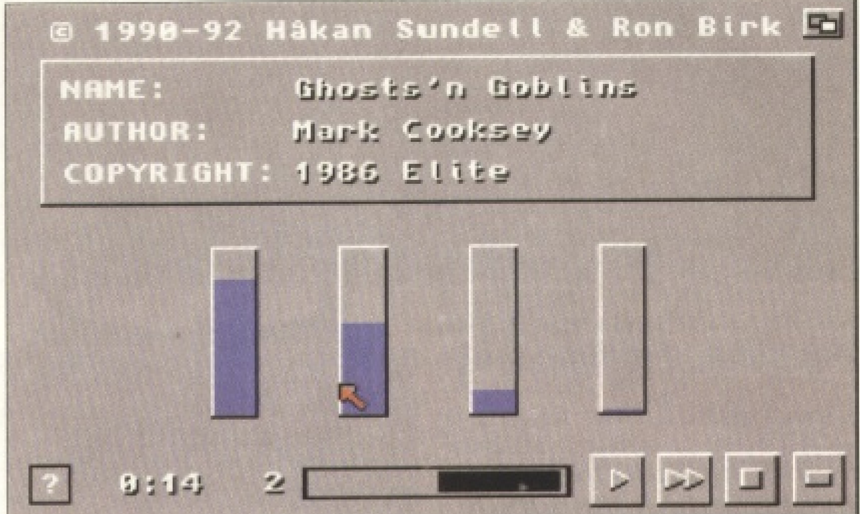
Normally in these space shooty things Earth's last line of defence against alien invasion is a lone starfighter. Magnatron's scenario is somewhat bleaker - Earth's only protection is a space mining ship! Doesn't bode well for our chances of survival, does it? But this isn't just any space mining ship - it's equipped with a super-powerful tractor beam. You, as the ship's pilot, can use this beam to 'grab' asteroids and even alien ships and smash them into each other, thus destroying them. As the player progresses by cleaning each screen of alien filth the nasties get more varied and more vicious in their attacks.

Magnatron is one of those games that sounds good on paper but turns out to be rather unappealing in practice. The movement of all the objects is governed by inertia - nothing innately wrong in that - but trying to lug the careering boulders around AND aiming them at the aliens can get frustratingly tricky, especially if your ship is whizzing around as well. Although slickly presented and well programmed, Magnatron fails to impress.

PlaySID

Public Domain (512K). 17 Bit, disks 2024A-D.

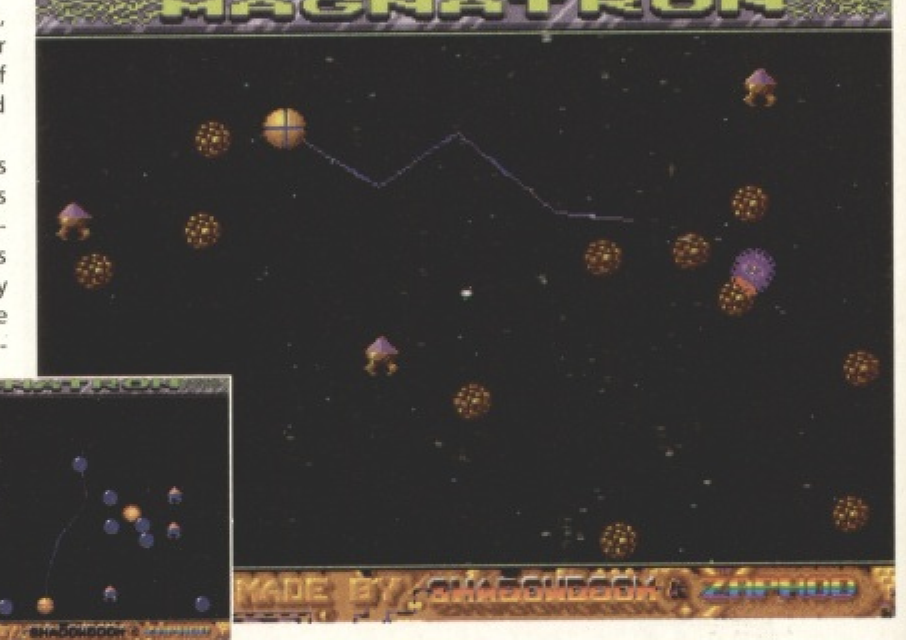
Poptabulous! First off, let's make an admission - PlaySID is not a game. However, it does have a lot to do with games. Well, creaky old Commodore 64 ones, anyway. Basically PlaySID is a program that makes the Amiga's Paula soundchip emulate the C64's SID soundchip and very well too. The four (!) disks contain literally hundreds of classic C64 game tunes. Wizball, Master of Magic, Miami Vice, Sanxion, Green Beret, Mutants... you name it, it's got it. Anyone who fondly remembers the days when the likes of Martin Galway and Rob Hubbard were musical Kings of the Kommodore will have a nostalgic field day with this. One thing's for sure - they don't write 'em like this any more. Not 'arf!



THOSE PD PERFECTOS IN FULL

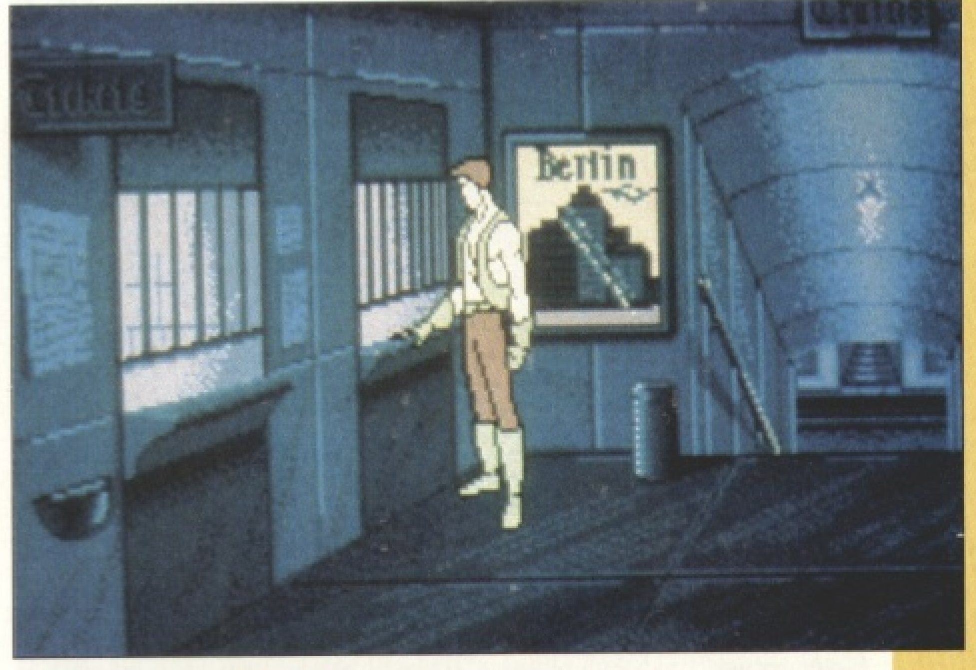
As the sharper eyed may have noticed just three companies have sent in PD for review this month. What's the matter? Do I smell? Come on, guys, I'm starting to get a complex. Send your stuff in, please.

- **17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: (0924) 366982**
- **PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Tel: (0702) 612259/466933**
- **Fortiss PD, P.O. Box 2, Earl Shilton, Leicester LE9 8LU. Tel: (0455) 850984**



PREviews

It's a real shame but it's fast becoming painfully apparent that, just like the song says, there ain't no cure for the summertime blues. We feel a bit like Michael Fish here, confidently predicting a few months ago that there would be no summer slump, then having a big ugly one come up and bite us in the butt. That said, there are still a fine few products warming up on the starting blocks - most of which are on display over the next few pages. So settle down, put your feet up, shake yourself a tall, cool cocktail and thank yourself lucky that it's hot now. In six months' time the software scene may have hotted up but you'll be freezing your knackers off. Not a comforting thought, is it?





CAMPAIGN
Empire

Question: Take a programmer who's rather good at vector graphics and is also a bit nutty about tanks, and what do you get? Answer: Lots of games about tanks using vector graphics. This is certainly true in the case of Jonathan Griffiths, a programmer who already has one tank game to his name in the form of the excellent Conqueror (remember the one that used the same landscaping techniques as Virus?) and is now putting the finishing touches to his second, more serious venture into the field.



Unlike Empire's recent tank-based effort Pacific Islands, Campaign is set not in the present day but during the second world war, when the equipment wasn't as sophisticated as it is today and tank commanders had to rely on their wits rather than a multi-million dollar laser targeting system. The game features just about every combat vehicle available during the six-year timespan on WWII - over a hundred different vehicles, including tanks, trucks, artillery guns, ships and aircraft.

Campaign's a far more sophisticated and involving game than Griffiths' earlier Conqueror, which was basically a shoot'em-up with strategic overtones. Here you've got a game map the size of Europe, and vehicles designed to replicate their real-life counterparts down to the smallest detail. That's not to say there's no blasting action - with this kind of firepower at your fingertips, how couldn't there be? Players can choose to take on the role of campaign commander, issuing battle orders to groups of vehicles at a time, then control them directly in battle situations. Sounds a bit tasty to us. Campaign is almost ready to roll, and is expected to arrive sometime in September. You may well receive a full inspection next month.







CAMPAIGN

Empire

Question: Take a programmer who's rather good at vector graphics and is also a bit nutty about tanks, and what do you get? Answer: Lots of games about tanks using vector graphics. This is certainly true in the case of Jonathan Griffiths, a programmer who already has one tank game to his name in the form of the excellent Conqueror (remember the one that used the same landscaping techniques as Virus?) and is now putting the finishing touches to his second, more serious venture into the field.



Unlike Empire's recent tank-based effort Pacific Islands, Campaign is set not in the present day but during the second world war, when the equipment wasn't as sophisticated as it is today and tank commanders had to rely on their wits rather than a multi-million dollar laser targeting system. The game features just about every combat vehicle available during the six-year timespan on WWII - over a hundred different vehicles, including tanks, trucks, artillery guns, ships and aircraft.

Campaign's a far more sophisticated and involving game than Griffiths' earlier Conqueror, which was basically a shoot'em-up with strategic overtones. Here you've got a game map the size of Europe, and vehicles designed to replicate their real-life counterparts down to the smallest detail. That's not to say there's no blasting action - with this kind of firepower at your fingertips, how couldn't there be? Players can choose to take on the role of campaign commander, issuing battle orders to groups of vehicles at a time, then control them directly in battle situations. Sounds a bit tasty to us.

Campaign is almost ready to roll, and is expected to arrive sometime in September. You may well receive a full inspection next month.

M

US Gold/SSI

Already a contender for the shortest game title of the year (if you can think of a shorter one let us know), M is the latest role-playing adventure from those most prolific exponents of the art, SSI. Obviously not wanting to be left out in the cold by the new tide of more sophisticated RPGs (Eye of the Beholder II, Ishar and Ultima VI among them) SSI has cleaned up its act considerably for this newie. Gone are the bland PC-style graphics with pathetic little windows, replaced by a swish full-screen 32-colour scrolling arcade-style 3D isometric display! (Phew).

This is what RPGing in the 90s is all about - but although the technical spec may have changed, the OTT scenarios haven't. In M, the player leads a resistance group called the Midnight Raiders, who battle against the evil Terran Overlord Government on the remote planet Monsoon. Your objective - to rescue the members of the diplomatic faction kidnapped by the TOG as bargaining chips with which to achieve their foul ends.

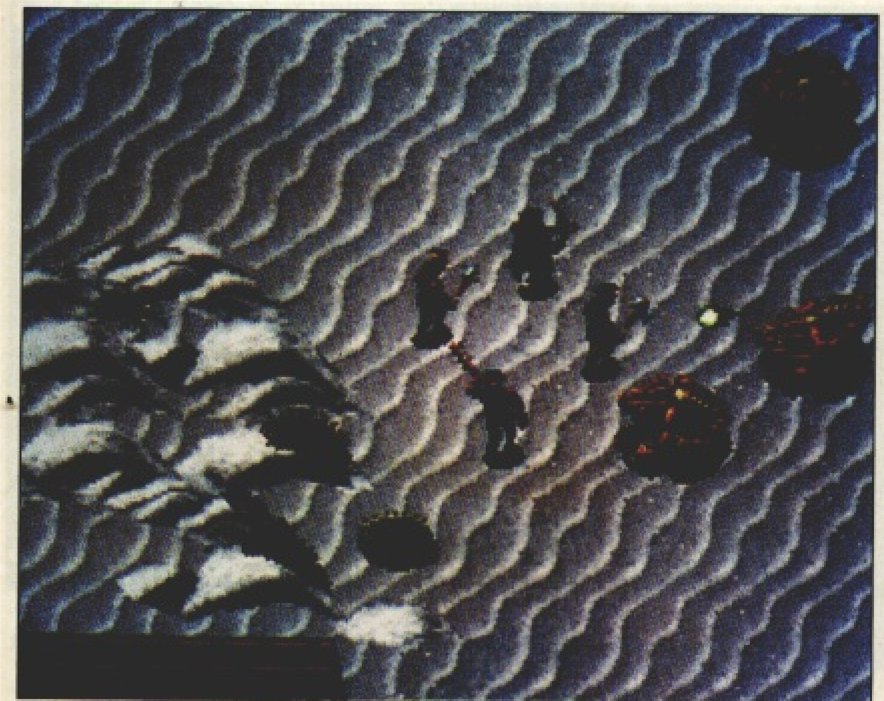
Most of the traditional RPG themes are still in evidence - the player controls a party of four humans and a robot, with the computer-controlled characters revealing more about themselves as the story progresses. You can chat with the various NPCs (that's non player characters to the uninitiated), including alien races, and of course do battle with a plethora of futuristic weaponry.

But what actually is M? That's something that's only intended to be found out when you unlock the secrets of the game's convoluted storyline. M is being hailed by US Gold as "the most visually stunning, technologically advanced, intricate and compelling science fiction fantasy role-playing game ever!" But then they would say that, wouldn't they?

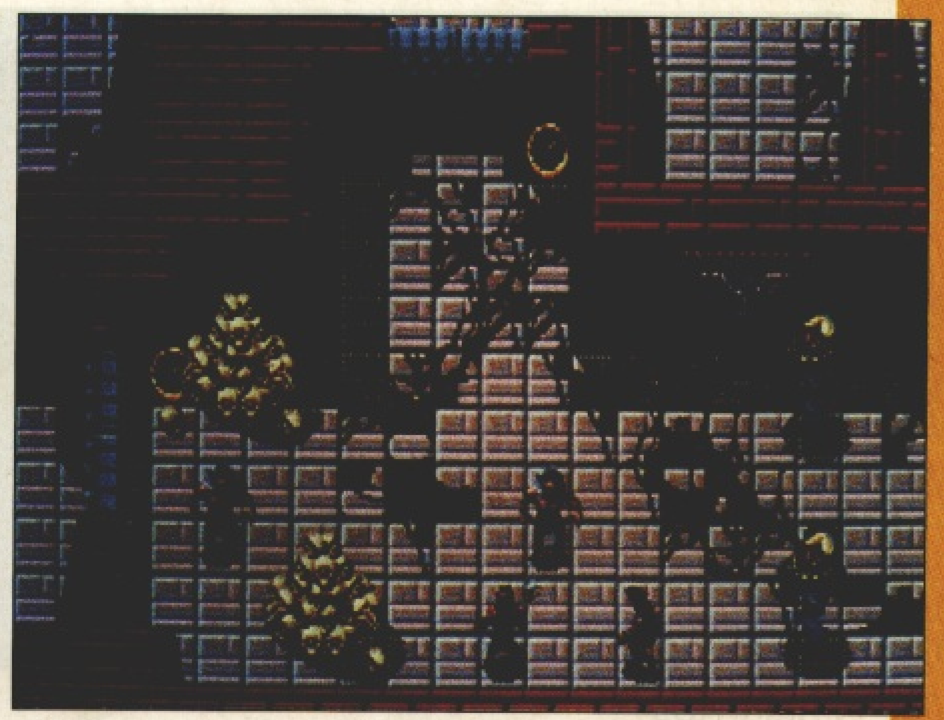












DARK SUN: SHATTERED LANDS

US Gold/SSI

In the second of SSI's bold announcements this month, a new role-playing system which be used in the company's future products has been unveiled in the form of the Dark Sun game world. The system's the next step up from the Advanced Dungeons & Dragons engine, which has been driving the company's RPGS for the last four years. Role-playing fans will no doubt be making themselves sick with excitement at the advent of Dark Sun, which promises all-new character classes, more sophisticated NPCs and generally a more fluid and convincing game environment.

In Shattered Lands, the first game to use the new system, the action takes place on the desert world of Athas, where much of the planet surface is a sandy wasteland and the few cities are run by thousand year-old sorceror kings. Hmmm. The player's party starts out as a band of slaves in the city of Draj, who have been condemned to die as gladiators in the city's arena. The idea is to escape from the city into the desert, join up with other slaves and put together a rebel army strong enough to return and bring down the despotic regime.

The screenshots here are from the PC version - we've been promised that the Amiga version will be near-as-dammit identical. To be honest we prefer the look of M with its fancy isometric display, but judging by what we've heard about the game system, Dark Sun could be the game to re-write - or at least revise - the RPG rulebook. Only time will tell.

ARSENAL FC - THE COMPUTER GAME

Thalamus

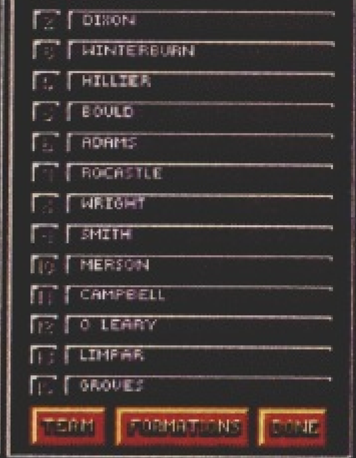
Hands up everyone who thought Thalamus was dead? Right, you can put them down again now. They're not dead, they've just been very quiet on the Amiga front of late, but now they intend to put that right with its biggest licenced game to date - Arsenal FC.

Yes, it's another football game, this time with North London's famous Gooners getting the tie-in treatment. It doesn't sound as if there's very much new on offer here - it's billed as an arcade action game combining elements of management, like Manchester United. The action's viewed from the ever-popular birds-eye Kick Off style viewpoint with all the usual gubbins - in fact it looks a lot like Kick Off, with a similar pitch display and player size. The big difference is that here the game plays from side to side rather than up and down.

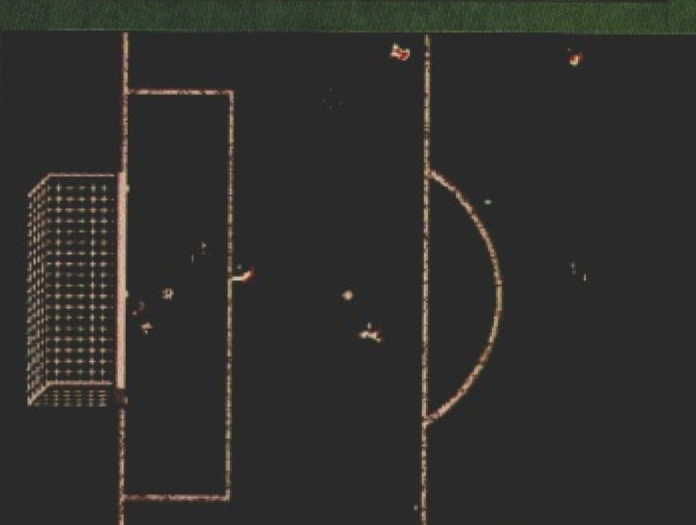
On the management side of things, the player will get to be George Graham for a day and take the red-and-white warriors through the first division and premier league, and take part in all major domestic and european cup competitions (and lose them, if the game's anything like the real thing). Like this month's Liverpool, all the club's real players are featured, completed with digitised mugshots. One feature that sounds quite interesting is the match commentary that accompanies the main game - we're not sure exactly what it is, but it's at least a new idea and one worth keeping an eye out for.

It's slightly unfortunate that Arsenal FC comes out after one of the worst season's the club has ever had, but we'll try not to hold that against Thalamus - it's just nice to see them putting out games again. Arsenal's due out within the next couple of months, so keep 'em peeled for a review soon.











BEASTMASTER
Thalamus

With Psygnosis' two Shadow of the Beast games being such monumental successes (there's a third on the way as we speak), it seems strange that they haven't inspired more clones. After spending a few minutes with Thalamus' latest, however, it becomes apparent that the two games have more in common than the word "beast" in the title. It may be something to do with the fact that the game's been designed by Wayne Smithson, who produced a string of titles for Psygnosis before moving to Thalamus for this latest project. It's a scrolling arcade adventure set in a hostile world that has the player (the Beastmaster of the title) on a quest to find the Guiding Light - whatever that may be.

Though on the surface it may look distressingly similar to the Beast games, we're being promised a whole lot more. The player can move into and out of the screen as he battles with his adversaries (there are bundles of fighting moves) as well as trade with characters and, most importantly, control the members of the animal kingdom he meets on his travels.

The game's played in accelerated time, with day and night sections, and the graphics have been provided by veteran computer artist Pete Lyon, who's worked on more games than you've had hot dinners, so we should be in for a visual treat at the very least. We'll see how the gameplay stacks up in September, when Beastmaster hits the streets.



BATTLETOADS
Mindscape

We promised them to you last month and by golly you've got 'em! These are the first pictures of the Amiga version of Battletoads, which Mindscape is currently converting to your machine from the Nintendo original. These early graphics are already indicating that the Amiga version is going to look a damn sight better than the rather crude 8-bit NES version - promising signs indeed.

Originally billed as a rival to The Turtles (remember them?), the toads have managed to keep their popularity and coolness with the Nintendo-owning kiddies long after their half-shell rivals were consigned to the dustbins of pop culture. If you're not familiar with the game, we'll bring you up to speed. There are these three mutant toads who are well hard, right, who travel through space righting wrongs. When they come up against a particularly big wrong in the shape of a galactic villain who wants to destroy the universe (or something) they pop off to sort it out.

What follows is an arcade extravaganza as the toads battle their way (hence the name) through the various levels - each one a different type of arcade game. Things get started with a straight scrolling beat'em-up, then progress through a chase on high-speed rocket bikes, a descent by rope into the core of a planet and a platform-based arcade adventure.

Having played (albeit briefly) the Nintendo original, we reckon it's a right laugh and have high hopes for this Amiga version. You've already seen how nice it looks, and providing it can be kept up to speed (it's quite a nippy game), Amiga Battletoads should be a top rollicking conversion, and maybe just to thing to heat up those cold winter nights. There's no firm release date as yet, but expect to see something more concrete around September. Ribbit!





GAMES INDEX

Did you know that if you were to take every Amiga game ever published and lay them end to end, they would reach the moon and back again? Well, may be they would. Nobody's ever been sad enough to work it out. But one thing's for sure - if you got just about every Amiga game released over the last year and listed them one after the other, complete with all relevant information including a comment and ratings, they WOULD stretch from here, where you are now, all the way to the very back of the magazine. If you don't believe us, simply turn the page and see for yourself. You name it, we've got it, from A320 Airbus to Zone Warrior. We reckon that our Games Index is the most authoratative guide to what games are currently available for your machine and as such is well worth chopping down a few trees for. If you don't agree, you can always go and live in a commune on a soggy Welsh moor, eat berries and sing songs about vegetables. In the meantime us guys are off to bury some polystyrene products in the earth and drive around town on 4-star petrol all day.

THE COMPETITION

You will find that our Games Index is not only an absolutely excellent as a reference tool, but also a very spiffing opportunity to win some glamorous software prizes. Our first three Games Index competitions have all been such spanking successes that we have no option but to continue it. It's not easy satisfying public demand, you know. Sometimes we feel as if you're a pack of hungry dogs snapping at our heels. So stop snapping and win some prizes instead. All you have to do is answer three simple questions, the answers to which are lurking somewhere in the pages beyond. The first correct entry drawn out of the hat after August 21st will be receiving a truckload of games goodies shortly after.

Send your entries to: Games Index Compo 4, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

1) Which game's designers are described as "masters of the polygon"?
2) How many games scored more than 75%
3) Which game is named in part after our illustrious editor?

Splendid. Now, on with the cavalcade!

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
A320 AIRBUS	THALLION	512K	JAN 92	--	78	55	N/A	92	87	This is not a game. This is a flight simulator. Those of you who find the idea of a truly accurate simulation of flying an A320 Airbus will find it enjoyable. Those of you who don't, most certainly will not.
4D SPORTS BOXING	MINDSCAPE	512K	JAN 92	--	77	82	88	85	84	Forget Final Blow; this is what you want. Apart from some less than perfect polygon fighters and the occasional loss of speed, 4D Sports is the best fight game on the market. No question.
4D SPORTS DRIVING	MINDSCAPE	512K	MARCH 92	--	92	78	78	81	78	Mindscape's rival to Hard Driving is a bit of a game for Tefal-heads, completely full of car acceleration data and all that. Slow graphics are almost made up for with smart action replay feature and ker-razy computerised drivers to race against.
THE ADDAMS FAMILY	OCEAN	512K	JUNE 92	--	90	89	87	86	90	Help Gomez locate the missing members of his family by scouring the increasingly kooky spooky etc rooms in the Addams mansion. Excellent platform fare very much in the Mario/Sonic vein. Slick graphics. Loads of secret rooms
ALIEN BREED	TEAM 17	1Mb	OCT 91	--	92	91	89	90	90	Demo-makers Team 17's first serious attempt at games writing and publishing comes together amazingly well. Creepy tunnels gradually become overrun with alien hordes, and it's your job to sort it out. Perhaps not that long lasting.
AGONY	PSYGNOSIS	512K	FEB 92	--	92	90	79	74	84	Straight back to the bad old days when Psygnosis games looked smart but had very little depth. This time the player must guide the Psygnosis owl, no less, through a number of stages of shoot-out action etc, etc. Nice power-up system, but that's it.
ANOTHER WORLD	US GOLD	512K	JAN 92	--	92	91	93	90	93	Now widely regarded as one of the more interesting developments in new software directions of the last year. Polygon-generated comic-book adventure with miles more interaction than Dragon's Lair and some extra-tasty visuals. A must.
APIDYA	PLAY BYTE	512K	MAY 92	--	74	85	84	80	79	While clearly not as polished as the likes of Project X, Apidya still offers more than enough blasting to keep anyone happy. The twist here is that all the action takes place in a garden full of malevolent insects. Quite creepy actually.
ASHES OF EMPIRE	MIRAGE	1Meg	JUNE 92	--	74	85	84	80	80	Another epic from Mike Singleton. This time, it's your mission to sort out all of the problems of an alternative Eastern Europe by talking to characters with multiple choice menus. Lots of 3D & fractals. The usual stuff.
BARBARIAN II	PSYGNOSIS	512K	NOV 91	--	78	83	81	70	80	Guide your barbarian (hence the name) through not very many levels of rather repetitive hack and slash action. Largely unremarkable, except for the graphics, which are rather attractive.
BATTLE CHESS II	ELECTRONIC ARTS	512K	AUG 91	--	89	87	74	86	85	The original Battle Chess added spice to computerised chess with its excellent fantasy-style animations of all the pieces getting mangled and eaten when "taken". This is just the same, except it's Chinese Chess (hence the name).
BATTLE ISLE	UBI SOFT	512K	DEC 91	--	85	80	92	89	88	Smart chaps that Ubi Soft are, they realised that you don't need to be a sad Tefal head to get some fun out of strategy, so in this future-war sim, they've kept all the nonsense to a minimum and let you get on with the fighting. And with good results.
BIG BUSINESS	MAGIC BYTES	512K	OCT 91	--	84	83	84	78	81	A knockabout simulation of the world of high finance. Well, simulation is perhaps a bit misleading. The aim is simply to amass loads of money by being shrewd in business. Since it's so easy to get into, it's rather difficult to put down!
BIG RUN	STORM	512K	MARCH 92	--	67	83	67	64	65	My word. If you thought Big Run was a less than excellent game in the arcades, you should see this! Slightly worse than Outrun Europa. 3D sprites chugging through a terminally uninteresting desert (Paris to Dakar in fact). Not quite as bad as the SNES one.
BIRDS OF PREY	ELECTRONIC ARTS	512K	DEC 91	--	91	87	85	90	88	Four years in development, but it still can't out do Microprose for sheer atmosphere. Multi-plane laughs and details galore, all mission driven, with stacks of weapons and all the rest, but it's not quite the megagame everyone was waiting for.
THE BLUES BROTHERS	TITUS	512K	DEC 91	DEC 91	89	90	92	91	91	Loved by the critics on its release - and with good reason! Super- characters of Jake and Elwood Blues must explore huge levels in the quest for bits of equipment needed to perform a "gig" in the local town. May sound rubbish, but it's not!
BONANZA BROS	US GOLD	512K	FEB 92	--	80	85	79	72	80	Strange visual style indeed, Bonanza Bros is all about robbery. Two fellows, Mobo and Robo have to raid increasingly heavily guarded buildings for treasure and goodies. Lots of door-slamming & stair climbing. Rather good actually.
BOSTON BOMB CLUB	SILMARILS	512K	NOV 91	--	80	75	84	82	83	Guide bombs down little wooden pathways and avoid being blown up. Very much like Logical, except with some scantily-clad ladies doing the scoring. Terrific. Pleasantly engaging but hardly a worldbeater.
BRAIN BLASTERS	UBI SOFT	512K	JULY 91	--	77	78	79	80	77	Simple game which is more interesting than you would expect to start with but who's appeal quickly fades. Grids of blocks appear on the screen for an amount of time and then disappear. The aim is to replace the blocks in the right order
BLACK CRYPT	ELECTRONIC ARTS	512K	MARCH 92	--	93	88	91	92	92	Yup, it's yet another Dungeon Master clone, but to be fair, it's better than most. Regular RPG hit-point business but with some above average monsters to conquer and an excellent user interface. Friendly and fun.

GAMES INDEX



GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
CHAMPIONSHIP MANAGER	DOMARK	1MB	JULY 92	--	60	78	90	92	89	Absolutely marvelous management sim, and by far the better half of Domark's attempted double with European Football Champ. No interactive training, but flawless on every other score.
CISCO HEAT	IMAGE WORKS	512K	DEC 91	--	60	63	68	65	64	Rubbishy and thoroughly half-baked attempt to provide Outrun and Chase HQ action on the Streets of San Fancisco. Awful graphics and hilarious "response" to driving commands. Steer (har har) well clear.
COVERT ACTION	MICROPROSE	512K	JAN 91	--	80	79	87	86	86	Spy your way around the globe with Microprose. While there is action a-plenty, you really have to work to get to it. Lots of wire-tapping and other rather brain-intensive clue-solving is necessary to get into any big action sequences.
CRUISE FOR A CORPSE	US GOLD	512K	AUG 91	DEC 91	93	91	90	92	92	Murder on the Orient Express on a boat.. Excellent adventure from the team behind Operation Stealth and Another World. Superb graphics and ground-breaking techniques allowing the story to develop in many directions. Nice characterization too.
D/GENERATION	MINDSCAPE	512K	JULY 92	--	60	78	90	92	89	Certainly not one of the hottest looking games of the moment, but what a player! Guide your hero around a booby-trapped complex, rescuing scientists and avoiding the traps. Simple and excellent. Good variety of puzzles.
DELIVERANCE	21st CENTURY	512K	MAY 92	--	80	78	81	74	81	It looks like Gods, it playes like Gods, but it's better than Gods. Yes, this arcade romp, we feel, has even more enjoyable moments than the Bitmap Bros' finest. And it's not quite the rip-off of the original that it first appears. Well worth a look.
DEVIOUS DESIGNS	IMAGE WORKS	512K	JAN 92	--	89	85	88	80	87	Devious? They're not kidding. The aim is to fill in missing blocks by moving two little guys around the edge of the screen and shooting at the baddies. Too complex to begin to explain, but cute and pretty addictive.
DOUBLE DRAGON 3	STORM	512K	JAN 92	--	83	90	83	78	84	For the third time, the brothers Lee must work their way to the right hand edge of the screen while kicking people in. Not much of an aim in life but there you go. Two-player team-up fun is obviously the main attraction here, which works rather well.
DUNE	VIRGIN	1Meg	JUNE 92	--	90	82	88	90	90	Excellent computer version of top sci-fi book'n'movie. You must sort our the dodgy spice-mining businesses on the desert planet Arrakis. Lovely graphics, super plot, but a bit of an advanced game which may be too much for beginners to deal with.
DYNABLASTER	UBISOFT	512K	MARCH 92	--	75	60	83	90	87	As a one player game it's pretty good. As a two player game it's even better. But with up to four players (thanks to a protection dongle thing) it's unbelievable! The aim is to clear screens of cute baddies with bombs - but not to blow up yourself. Better than it sounds.
ELF	OCEAN	512K	JULY 91	--	90	88	93	91	90	It's rare that a non-licenced game from Ocean makes as much of an impact as this. Elf is a simply beautiful puzzle game with astonishing hidden depths. Guide Elf around eight hostile environments trying to rescue his girlfriend. Okay, one thing about it is rubbish.
ENCOUNTER	NOVAGEN	512K	JUNE 91	--	70	72	84	88	80	Paul Woakes' highlight - the original Mercenary was a fine game. But it did come out a long time ago. So maybe it's no surprise that Encounter looks a bit dated. 3D blaster with big scaling sprites and so on.
EPIC	OCEAN	512K	JAN 92	JULY 92	94	83	87	84	88	Masters of the polygon. Digital Image Design produce an original product (unless you're a Battlestar Galactica fan) with bags of style and more than a little high-scoring combat. Pretty sound game play, but the graphics steal the show.
ELVIRA 2	ACCOLADE	512K	APRIL 92	--	88	67	86	74	77	Anyone who has played the first Elvira game will be pretty much at home in this installment. It's a standard click-on-the-icons adventure with added spice added by the lovely Ms Elvira herself. Not much instant gratification, but long-lasting.
EURO FOOTBALL CHAMP	DOMARK	512K	JULY 92	70	70	68	69	68	69	Highly simplistic footy coin-op comes to the Amiga. Two evenly matched but hopelessly incapable teams slug it out. Okay in two player mode, pretty bad for one player. Pretty okay looking, but marred by oddities, suicidal goalies etc.
EYE OF THE BEHOLDER	US GOLD	512K	JUNE 91	--	92	89	93	85	92	Venture underneath the peaceful city of Waterdeep to discover what is causing the all-pervading feeling of lurking evil that has recently appeared. Excellent role playing adventure with top graphics
EYE OF THE BEHOLDER2	US GOLD	1Meg	MAY 92	JULY 92	94	78	89	90	87	Very much a case of the same again. Bigger and better than before, but still bearing some problems. There's no help option to get you out of tough spots, and not really much originality. But you pays your money and you takes your choc ice.
FACE OFF ICE HOCKEY	KRISALIS	512K	NOV 91	--	79	70	80	73	74	A less than successful attempt to capitalise on the appeal of Manchester United Europe.
FANTASTIC VOYAGE	CENTAUR SOFTWARE	512K	JAN 92	--	92	93	90	90	91	A truly surprising and worthwhile licence. As pilot of a micro-sub, you are shot into the bloodstream of sick people and sent on a mission to clean up their unwell bodies. A novel twist on the shoot-em-up idea with more than a little thought involved.
FINAL FIGHT	US GOLD	512K	OCT 91	--	81	82	80	79	80	They don't come much bigger than Final Fight. With its three-way play option and the rather coin-op-similar graphics, it's about as close to a coin op as you are going to get. The only problem we can see is that it slows down whenever the screen is busy.

GAMES INDEX

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
FIRE & ICE	RENEGADE	512K	MAY 92	--	91	88	90	92	92	An impressive outing from the boy Braybrook. This is his first Amiga-first game, and the tricks and twists he has employed to achieve some super-smart effects are just breathtaking. Superb arcade romp.
FIRST SAMURAI	IMAGE WORKS	512K	DEC 91	--	87	89	90	88	89	A thoroughly recommended arcade adventure slash-'em-up. Superb graphics, muches variety and some kooky magic business all wrapped in a dreamy sugary coating of exploration and discovery. A tasty morsel indeed.
FLOOR 13	VIRGIN	1Meg	JUNE 92	--	83	--	78	92	86	Gripping simulation of the murkiest and dirtiest government undercover work. Wire taps and smear campaigns, hit squads etc. All in the name of public security. Super-stylish and therefore not to everyone's tastes.
FRENETIC	CORE DESIGN	512K	JULY 91	--	70	71	79	66	71	Core released this straight all-out blaster just before the rebirth of the shoot-'em-up and, to be honest, it didn't do the cause much good. The general impression is that we've seen it all before, done slightly better.
G-LOC	US GOLD	512K	JUNE 92	--	82	62	87	43	76	It certainly isn't going to keep you going for months, but G-LOC will make the hours hen you are playing it simply race by. Top blasting action, and probably one of US Gold's best coin op conversions ever. A nice chance from Line of Fire & ESWAT.
GHOST BATTLE	THALION	512K	JULY 91	--	86	89	78	77	77	A cross between a poor man's Ghosts and Goblins and a poor man's Shadow of the Beast. Rescue your lovely girlfriend from the clutches of something horrible in this German romp. Okay graphics, annoyingly surprising death lurks everywhere.
GLOBAL EFFECT	MILLENIUM	512K	MAY 92	--	69	52	65	71	70	A sort of cross between Utopia and Sim Earth, Global effect has a green theme and a wargame element, but somehow just doesn't hold together as well as it might. Okay for an entrye to this style of game, but that's about it.
GRAHAM TAYLOR	KRISALIS	1Mb	JULY 92	--	82	76	89	89	89	Despite recent misfortunes, Mr Taylor has contrived to involve himself in something of a success story, endorsing one of the finest management games around. Apart from anything else, the authenticity, with real-life date for stack os players, is most impressive.
GRAND PRIX	MICROPROSE	512K	NOV 91	JUNE 92	95	91	90	93	93	The best all-round racing game/sim ever. Go and buy it.
THE GODFATHER	US GOLD	512K	FEB 92	--	88	76	79	82	80	US Gold deserve a fair amount of credit for producing a decent game from a very tricky licence, especially since they were allowed to use virtually no images or plot elements from any of the films. Super backdrops & realistic period theme.
HARLEQUIN	GREMLIN	512K	FEB 92	JUNE 92	91	90	89	92	90	Famicom owners have Mario and Megadrive owners have Sonic. Amiga owners have Robocod, and now Harlequin. Huge sprawling levels, weird and wonderful foes to bash and plenty of hidden things and surprises. Super. As seen on ACE front cover. Hooray!
HARPOON	ELECTRONIC ARTS	512K	MARCH 92	--	40	42	83	85	84	Anyone who owns one of the Harpoon games will know exactly what to expect. In fact, this add-on disk is perhaps a little too similar to what has gone before for many tastes. Accurate as hell, but still looks like a dog's dinner.
HEART OF CHINA	DYNAMIX	1Mb	DEC 91	--	90	90	81	79	80	As is always with Sierra games, and in particular those from the Dynamix team, H.o.C. looks brilliant, is funny and fun, looks stunning but is over before you know it. Maybe they want to leave you wanting more.
HERO QUEST	GREMLIN	512K	JULY 91	--	87	87	90	92	91	Gremlin's rather successful conversion from the popular boardgame. The deal with Hero Quest is that it's supposed to be role playing without the rubbish. And it gets pretty close. Not simple enough for an utter caveman to deal with, but friendly enough.
HEIMDALL	CORE	1MB	DEC 91	MAY 92	92	88	89	87	92	If you thought that being a viking was a laugh - you'd be right! Really classy isometric adventuring and rollicking from the man who was doing the graphics for Littil Divil (remember that?)
HOOK	OCEAN	1MB	JULY 92	--	89	91	82	65	82	Impressive first stab from a major UK software house to emulate the Lucasfilm style of graphic adventure. The biggest problem with Hook's mission to rescue his children and rediscover his own innocence, is that it's simple too short.
HOSTILE BREED	PALACE	512K	JUNE 92	--	55	70	70	85	75	A cross between a shoot-'em-up and a resource management game. An earthquake has ruptured the outer wall of your space complex and horrible bugs are getting in. Repel the bugs and mend the holes, but don't let the generator overheat. Over complex.
HUDSON HAWK	OCEAN	512K	DEC 91	--	85	70	85	81	85	Even if you hated the movie more than any other movie in the world, you'll love the game. Lovely platform antics dished up with super style. Other than the blagging of pricey objects, it actually has very little to do with the film, but who cares? It's top!
INDINA JONES 4	US GOLD	1Meg	MAY 92	--	83	70	85	80	82	Isometric mix of action and puzzling. Doesn't start especially grippingly, but soon turns into a fan that even Indy himself would take his hat off to! Some interesting character-swapping potential available for exploration too.
INDY HEAT	STORM	512K	MARCH 92	--	87	89	88	79	86	After the dreadful Big Run, anyone could be forgiven for thinking that Storm are not exactly the most reliable purveyors of good driving games. This Super-Sprint clone dashes those fears, as it's great. The best top-down racer since Off Road from Virgin.



GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
INTERCEPTOR	SSI	512K	JULY 91	--	79	78	81	82	80	Simulation of small battles in the space lanes. Choose the pilot of your Interceptor ship to do battle with the Terran Overlord Government, send them into battle and repair the ship afterwards. Rough edges presentation and more strat than shoot.
ISHAR	SILMARILS	512K	JULY 92	--	91	84	85	90	87	Though much more a graphic adventure than an RPG, Ishar is sure to appeal, thanks to it's immense lastability alone, to appeal to Eye of the Beholder fans (and everyone else with half a brain, for that matter).
JAGUAR XJ220	CORE	1MB	JUNE 92	--	84	79	86	79	85	Lotus 2 only better and with Jags in.Many tracks and a round-the-world race season theme thrown in for good measure. Lovely presentation, fast update. Oh, and a course designer too. But would you use it?
JIM POWER	LORICIEL	512K	JUNE 92	--	90	82	86	81	84	It's like an arcade in your own home, or something. Left-to-right scrolling blast-em-up action. Out here Mr Power must clean up tha galaxy using his excellent weapons. Garish/colourful graphics and plenty of blasting.
JIMMY WHITE'S WHIRLWIND SNOOKER	VIRGIN	512K	AUG 91	NOV 91	93	89	93	92	95	Definitely the best sports sim around, and probably one of the best games on the Amiga ever. Super realistic simulation of snooker with a huge host of helpful and entertaining features like trick shots to make it fun too.
JOHN BARNES EURO FOOTBALL	KRISALIS	1Meg	MAY 92	--	77	80	80	76	80	Excellent, though slightly slower than Kick Off 2, John Barnes is still 30% quicker than Man U. Europe, but sufficiently similar to the first game for fans not to feel all at sea. Two player mode is especially satisfying.
JOHN MADDEN AMERICAN FOOTBALL	ELECTRONIC ARTS	512K	FEB 92	JULY 92	81	81	92	89	91	Without a doubt, the finest simulation of what those Americans have the nerve to call "football" ever seen on the Amiga. Blistering action, detailed plays and some low-level strategy that really works. Excellent fun & easy to get into.
KID GLOVES 2	MILLENIUM	512K	MARCH 92	--	63	70	64	68	65	Following up the surprise success of Robocod with another side-on arcade adventure wasn't the best move Millenium could have made, especially since this particular example of the genre is rubbish. Looks okay but won't last long. Shame.
KING'S QUEST 5	SIERRA	512K	OCT 91	--	93	90	89	90	90	It's always a nice to see a new Sierra game. Largely because you never know quite what to expect. Here we have an adventure aimed at slightly younger players, with slightly easier problems.. The presentation is also nicer than many.
KNIGHTMARE	MINDSCAPE	512K	FEB 92	--	84	70	85	93	80	You've seen that bloke with the beard on the telly, and now you can welcome him into your own home in this adventure-cum-licence. Looks rather nice, but is probably a bit cerebral for viewers of the TV show.
KNIGHTS OF THE SKY	MICROPROSE	512K	DEC 91	--	89	81	86	88	87	Another completely competent flight sim from Microprose. This time the aircraft involved take the shape of the WW1 fighters which had those terribly exciting battles over the White Cliffs and all that. Accurate and atmospheric.
LEANDER	PSYGNOSIS	512K	NOV 91	--	92	93	94	93	93	Excellent platform romp. Super centurion style character with rather impressive sword-related abilities. More colours than you could shake a brush at. Excellent control method. Lots of atmospheric effects.
LEGEND	MINDSCAPE	512K	JUNE 92	--	74	85	84	80	79	It may still be the same old bullshit storyline, but at least Legend does absolutely everything with a degree of flair. Rid Trazers from evil monsters using your RPG skill. Nicr graphics and refreshingly little fiddling around in combat.
LEISURE SUIT LARRY 5	SIERRA	1Mb	MARCH 92	--	78	42	68	88	50	One of the better puzzle games. Little balls are sliding down from the top of the screen, and it's your job to guide them down the right paths by turning things like safe combination discs. Sounds deadly dull but is really rather exciting.
LOGICAL	RAINBOW	512K	JULY 92	--	82	80	91	79	88	He may be a funny fella on the PC with lots of hard-memory, but on the Amiga, he's more of a farce. Sierra's "adult" adventures of Lounge lizard Larry may be okay, but until they sort their disk-access, the joke's on them.
LOTUS 2	GREMLIN	512K	OCT 91	--	89	85	91	87	90	There's no doubt that the sequel to Lotus is an excellent game, but unfortunately the two-player mode (which always was more fun than one) just doesn't hold together with the new tracks instead of circuits system. Still one of the best arcade drives around, though.
LURE OF THE TEMPTRESS										Very good, ish made adventure, set in a medieval world. No icons or text; entirely menu driven. Incorporates hyped (and quite good) Virtual Theatre, where characters "go about their own business" regardless of your actions. No, really.
MAGIC POCKETS	RENEGADE	512K	OCT 91	JAN 92	90	91	94	93	94	Depending on your view, Magic Pockets is either a super cute romp which makes all console games look rubbish, or a sad gimmick invented by the Bros with lots of ropey ideas that don't work in it. It's clear which way we feel.
THE MANAGER	US GOLD	512K	MARCH 92	--	65	62	75	72	75	You've seen one footy management game and you've seen them all, right? Well, yes. You have. Better presentation but no chance to actually control the player on the pitch. It needs a real fan of the genre to invest in just another version of a ten-year old game.
MANCHESTER UNITED EUROPE	KRISALIS	512K	JULY 91	--	85	86	88	86	89	A brave move to face off against The Great Kick Off 2, and Krisalis pull this off better than most. Not only does it look better than KO2, it actually plays more like real football. There's a fair bit of management too, but not enough to put off hardcore players.

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
MONKEY ISLAND 2	US GOLD	1Mb	JULY 92	--	94	76	89	95	94	More of the same, only miles better. This time the graphics have been improved tenfold and the humour is simply excellent. David Upchurch virtually blew a gasket over its skillfulness.
MAUPITI ISLAND	US GOLD	512K	AUG 91	--	85	86	78	79	80	Jerome Lange is on his way to Tokyo to meet a friend Max. Unfortunately, a freak storm means Jerome's plane lands on the strange Maupiti Island where things are not what they seem, etc. Possibly some of the best music ever heard in adventure game.
MEGAPHOENIX	DINAMIC	512K	JULY 91	--	70	75	73	65	71	Phoenix, yes. Mega, well, almost. Improved graphics and slightly more interesting ship capabilities are about the only "Mega" features this reworking of the old arcade blaster has to offer. Okay for novelty value.
MEGATRAVELLER 1	EMPIRE	512K	JUNE 91	--	76	72	80	81	80	Pit your skills against a host of hostile environments using a laboratory to create a Big Fighting Robot for each situation. Wrong robot - wrong outcome! Plenty of enemies to learn and some good combat reward players willing to look beyond the shabby exterior.
MERCS	US GOLD	512K	JUNE 91	--	82	78	83	81	81	Isn't it a shame that the people that make the boxes and in-between screens for mindless blasters like this have to copy pictures of Arnold Schwarzenegger and just change his hair? Do you really think they think we won't notice? Still, the game's okay.
MICROPROSE GOLF	MICROPROSE (DUH!)	512K	JAN 92	--	90	82	92	91	91	A golf game for everyone! The best thing about Micrporose Golf is you can take or leave as much of the fiddling with feet position and club choice as you fancy, with the computer giving some sensible defaults in most situations. Some dodgy polygon visuals.
METAL MUTANT	SILMARILS	512K	JUNE 91	--	84	81	80	86	85	Roam around the galaxy trading and shooting. Sounds like Elite? Right. But without the graphics or the speed. Far more thought required to enjoy yourself in this board-game conversion.
MIG 29 SUPERFULCRUM	DOMARK	512K	OCT 91	--	84	78	84	88	85	The problem with the first Mig game was that the missions were all a bit short lived. This took away from the super-friendly nature of the game. This edition goes some way to addressing that, with a more loose agenda.
MOONSTONE	MINDSCAPE	512K	JAN 92	--	81	82	83	80	82	Moonstone does a very good impression of a game which is little more than a slash-em-up with fancy graphics. But if you're willing to look a bit further, there's some magic and real adventuring lurking beneath its ultra-violent exterior.
MYTH	SYSTEM 3	512K	APRIL 92	--	94	92	93	93	93	The game which was such a hit on 8 bit for the Pinner-based company finally comes to the Amiga. Excellent graphics and some smart gameplay puts this well above the run of the mill hack'n'slash arcade adventures.
ORK	PSYGNOSIS	512K	JUNE 92	--	68	56	71	79	64	Another shoot-'em-up from the Psygnosis stable. Or should that be factory? Nice scrolling backgrounds, average graphics, similar sound effects and nothing new anywhere in sight. Very competent. Not very imaginative.
PACIFIC ISLANDS	EMPIRE	512K	MAY 92	--	56	58	65	70	69	This sequel to the well-loved Team Yankee was loved my just about everyone but us. They applauded the game's undeniable depth and strategic merit, while we bitched about its blocky graphics and boring money management aspect. Horses for courses etc.
PARASOL STARS	OCEAN	512K	APRIL 92	JULY 92	91	90	80	80	82	Bub and Bob may well be back, but they're not back with quite the same style that they had in Rainbow Islands. In a fantastically colourful platform romp, our heroes must brolly their way to success. Smart graphics but not quite as good as the topper Rainbow.
PINBALL DREAMS	21st CENTURY	512K	APRIL 92	--	90	91	90	80	89	Even though we find it rather hard to see the point of pinball simulators, we have to say that this is a more enjoyable experience than most. This is partly down to the two-screen tables and also their variety from rocket-launches to creepy graveyards. Oer.
PITFIGHTER	DOMARK	512K	NOV 91	--	83	79	83	78	82	A rather better game than the coin-op which it is converted from. Punch and kick and beat your way through a host of steroid-popping weirdos in this celebration of underground prize fighting. Super.
PLAN 9	GREMLIN	1Meg	MAY 92	--	74	85	84	80	79	The film was hilariously bad, so the game is going to be... It's a bit of a foregone conclusion that Plan 9 is hardly the best adventure in the world. Too few locations and too linear a plot make this a downright trudge.
POPULOUS 2	ELECTRONIC ARTS	512K	DEC 91	--	90	93	91	91	96	Fantastic sequel to the original and best God Sim. Lovely graphics and a host of new horrible plagues/volcanoes etc that you can inflict upon the helpless little people in your domain. A great laugh and a smart strategy game.
PP HAMMER	DEMONWARE	512K	JUNE 91	--	87	85	90	88	87	Very similar to Rik Dangerous in a lot of ways. PP Hammer must work his way through a number of screens using - yes! - his hammer to help with the numerous crazy puzzles along the way. Not bad, actually.
PREHISTORIK	TITUS	512K	JULY 91	--	70	74	72	73	72	Platform game involving Rik. Superficially attractive but utterly unrewarding. Little depth. Repetitive gameplay and a rather boring game environment. With so many superior platform games around, Rik is lucky to get a look in.
PROJECT X	TEAM 17	1 Meg	MAY 92	--	90	90	90	88	90	Quite simply, the best shoot-'em-up to appear on the Amiga in ages. Wage war against mechanoid insects with an awesome arsenal of inventive weapons. Super smooth scrolling, highly polished high-octane action. Excellent



GAME NAME	PUBLISHER	MEMORY	ISSUE REVEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
PSYBORG	LORICIELS	512K	MAY 92	--	62	55	64	58	60	Set across eight solar systems and forty planets, this weird tale of space blasting did little to impress us. Race down the 3D corridors, spinning around to keep to the safe parts of the "floor". Okay grapgics, but very short lived.
PUSHOVER	OCEAN	512K	JUNE 92	--	85	82	83	79	83	Knock down the dominoes in the right order to progress to the next level. Doesn't sound like much of a game does it? Well, it is. And a good one at that. Plenty of special domino-properties to learn and use and some cute graphics too. Worth a look.
RACE DRIVIN'	DOMARK	512K	APRIL 92	--	82	80	86	84	85	A surprisingly playable conversion of a most enjoyable coin-op. Although it doesn't really offer much that Hard Drivin' didn't, it's a thoroughly worthwhile purchase, 'cos at the very least, it's slightly faster.
REALMS	VIRGIN	512K	JAN 92	--	82	89	79	80	81	About a year too late unfortunately, Realms offers virtually nothing that hasn't been seen somewhere in all the God-sims that have gone before it. It doesn't really have much spark, either, but nevertheless is a playable and polished game.
RED BARON	DYNAMIX	512K	FEB 92	--	92	91	50	85	65	Accurately conjuring up the true feeling of World War One, Dynamix manage to make this dogfight simulator feel as if it is being played on equipment nearly eighty years old. Slow and unresponsive with loads of disks. Unrealistic programming for the Amiga.
RISE OF THE DRAGON	SIERRA	512K	OCT 90	--	91	92	91	92	92	Awful drug wars have overtaken the futuristic city of LA or somewhere. It's your job as a maverick PI to sort out the city's problems. Excellent graphics and a gripping Blade Runner/Marlowe plot. But far, far too easy.
RISKY WOODS	EA	512K	JULY 92	--	86	89	88	84	84	Not exactly the most polished graphical game in the world, but a good old kicking rollock nonetheless.
ROBOCOD	MILLENIUM	512K	DEC 91	--	91	89	94	93	93	At the time of release, Cod's antics where about as close as anyone had come to making an Amiga game look like it was running on a console. Now it's been superceded by the likes of Harlequin, but nevertheless, it still stands out as a fine jumpy game.
ROBOCOP 3	OCEAN	512K	DEC 91	MAY 92	90	82	80	87	83	It took some balls for Ocean to go for this polygon interpretation of the silvery cop. But it really paid off, and is probably one of the best movie conversions to date.
RUBICON	21ST CENTURY	512K	FEB 92	--	87	86	70	56	66	Looks like a dream, plays like a nightmare. Wide variety of shooty-killy levels which are find when there are only a couple of sprites on screen but begin to grind to a halt when faced with any more. Pity.
SENSIBLE SOCCER	RENEGADE	512K	JUNE 92	--	88	86	94	93	93	Actually better than Kick Off 2? Yes. Hard to believe, but true. The boys at Sensible have triumphed to bring a game so playable, it's almost impossible to imagine. Rush down to the shops and buy a copy immediately.
SHADOW DANCER	US GOLD	512K	JUNE 91	--	79	82	78	79	80	Guide yourself (a top ninja) and your dog (a top ninja dog, in fact) through level after level etc. Funnily enough, the 3D bonus stage is a lot nicer than lots of the bulk of the game, which looks a bit, well, flat. But it does pass the time.
THE SECRET OF MONKEY ISLAND	LUCASFILM	512K	JULY 91	AUG 91	91	89	93	90	92	Simply superb adventure with funny characters to talk to, a real sense of suspense and peril, excellent puzzles and a super-friendly user interface. And it's full of fantastically bad pirate puns. What more do you want?
SHADOW SORCERER	US GOLD	512K	DEC 91	--	75	80	74	79	77	SSI's concession to the mainstream market sort of works and sort of doesn't. While the game is a lot more friendly to the novice than many of their others, you can tell that the firm's heart is really in producing hard core RPGs for hard core players.
SHADOWLANDS	DOMARK	512K	MARCH 92	JUNE 92	93	88	93	90	93	Now this is what role playing games should be like. The first outing of the excellent Photoscape system is a true success as this above average role playing romp is elevated to truly praiseworthy status with atmospheric visuals and some real style.
SILENT SERVICE II	MICROPROSE	512K	OCT 91	DEC 91	91	90	85	92	90	Run silent, run deep etc. Life as a sub commander may well hold a certain mystique, but after all, it's just a lot of hiding from the enemy underwater isn't it? Wrong, wrong, wrong. There's all that depth charge business for a start.
SPACE ACE II	READYSOFT	512K	JAN 92	--	92	92	55	56	55	Like Dragon's Lair and Space Ace before it, Space Ace 2 looks lovely but is overpriced, shortlived and not much fun. At times you might as well be watching an animation demo for all the control you have. Still, if you liked the others...
SPACE CRUSADE	GREMLIN	512K	APRIL 92	--	85	89	90	89	89	The sequel to the rather popular Hero Quest, this game offers the player an interesting mix of strategy and isometric-viewed blasting. Although the arcade action is slightly hampered by boring strategy rules, the spacey fight scenes make it worthwhile.
SPACE GUN	OCEAN	512K	APRIL 92	--	74	79	79	70	75	Hardly the most brain-testing game in the world. This Thunderbolt-style face-on blaster requires 0% intelligence but, for a short time, delivers a high percentage of thrills. Shoot shoot and shoot some more. Multi-scrolling and some okay 3D too.
SPACE QUEST IV	SIERRA	1Meg	MAY 92	--	52	17	25	44	49	A rather unfortunate battle in the continual war between Sierra's mammoth memory-intensive adventures and the Amiga's capacity. None too smart graphics and wonky sound do little to lift this lacklustre affair.



GAMES INDEX

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
SPECIAL FORCES	MICROPROSE	512K	FEB 92	--	80	79	88	82	88	Equip an elite squad of four combat heroes to deal with combat flashpoints around the globe. Who knows whether the next mission will be a hostage rescue of a bridge-destruction? Entry-level strategy from the masters.
SPOILS OF WAR	INTERNECINE	1Mb	JULY 92	--	27	48	45	82	48	Dismal strategy game for "purists". Based on the interesting principal of discovering and developing new worlds, Spoils of War is simply far too unfriendly and poorly presented (just check the graphics mark).
STARUSH	UBI SOFT	512K	JULY 92	--	58	60	64	77	59	Barely competent shoot-'em-up with the novel feature of forcing the player to complete each level twice, first from left to right, then from right to left, with a different end of level guardian at each end. Hmm.
STEEL EMPIRE	EMPIRE	512K	MARCH 92	--	69	70	75	81	75	Lots and lots of depth in a game ideal for strategy buffs. It's likely, however, that some will be disappointed that after all the hoo-hah of creating an army of excellent fighting robots, it's not much fun to actually make them fight.
STRIKER	RAGE	1Mb	JULY 92	--	82	78	80	76	80	Brave and largely successful attempt at doing something new with the soccer genre. Much the same as the others, but with an interesting 3D viewpoint. Slightly let down by imperfect controls.
SUPER SPACE INVADERS	DOMARK	512K	NOV 91	--	80	75	70	72	73	If you are a real Space Invaders nut, then Super Space Invaders may well be the game for you. Glossy graphics and some novel power-ups add some much needed flavour to the extremely old genre. But wouldn't you rather have an entirely new game?
SUPER SKI 2	MICROIDS	512K	MAY 92	--	77	60	75	65	67	A rather good simulation of ski-related antics, but carrying all the bad things about skiing with it. Not enough variety between events, a bit tiring and, on the whole, a bit of a let down. Shame.
THUNDERHAWK	CORE DESIGN	512K	OCT 91	NOV 91	86	89	92	91	91	Some helicopter games insist on bogging the player down in long take-off procedures. No such nonsense in the excellent Thunder Hawk! With atmospheric graphics and great speed. It's an excellent mission-based blaster.
TIP OFF	ANCO	512K	FEB 92	--	75	80	55	48	50	It's a shame that Tipoff is so rough around the edges, because everyone wants it to be a big success. Alas, basketball is a completely different game to football, and doesn't suit the Kick Off style of control at all. Shame.
TITUS THE FOX	TITUS	512K	APRIL 92	JUN 92	86	89	84	88	87	A far cry from the wretched little animals that make that awful yowling sound when they're doing unmentionable things by dustbins, Titus the Fox is a cute and excellently presented fellow in a Harlequin-cum-Blues Brothers side-on romp. Roll on the sequel.
TV SPORTS BASEBALL	MINDSCAPE	1Mb	JULY 92	--	84	88	89	88	88	Rather splendid arcade style baseball game. Loads better than Domark's similar RBI. Usual excellent TV Sports presentation, stacks of stats and muchos accessibility. All this from the people who brought you It Came From The Desert.
ULTIMA VI	MINDSCAPE	1Meg	JUNE 92	--	83	71	77	95	91	Absolutely enormous role playing adventure in the land of Lord British. Plenty of disk-swapping and rubbish Old Worlde "English" are but minor annoyances then weighed against the sheer size and excellent of the package.
VROOM	LANKHOR	512K	APRIL 92	--	88	90	89	88	89	After the rigorous detail of Formula One GP this rather super romp is something of a relief. Lots of speed and excellent computer drivers. Polygon graphics and plenty of courses. Overhead maps and all the usual business. But boy, is it quick!
VIDEO KID	GREMLIN	512K	MARCH 92	--	85	80	80	86	82	Like Mike TV in Willy Wonka and the Chocolate Factory , Video Kid just thinks about TV all the time. The result is a crazy side-on scrolling shoot-out through Western, Fantasy, Horror and Gangster scenes. Some iffy controls but competent entertainment.
WILD WHEELS	OCEAN	512K	OCT 91	--	81	74	86	81	84	What do you get if you cross The Cars that ate Paris with a football match? Wild Wheels, that's what. Loosely based on the habit of people driving around on motorbikes and kicking footballs, this is sort of like that in cars. In 3D. Very weird.
WILLY BEAMISH	SIERRA	1Mb	MARCH 92	--	94	93	83	80	84	Oh dear. Lovely graphics, bloody laughable disk access. If you've got a hard drive then Willy's teen angst adventure involving his pet frog Horny, har har, may suit you. You may be interested to know that it comes on TWELVE disks. Swapping frolics ahoy!
WOLFCHILD	CORE DESIGN	512K	JAN 92	MAY 92	84	84	85	82	84	A lycanthrope space arcade adventure, eh? Can't have encountered many of those. Sort of like Strider meets Switchblade meets Altered Beast (Only good) Superb shape-changing graphics and interesting weapons. But ultimately, it's the same formula with a new hero.
WORLD CLASS RUGBY	AUDIOGENIC	512K	OCT 91	--	82	84	87	89	87	Rugby is a very strange sport to convert onto computer. It's all supposed to be bruises and short haircuts and communal showers. Here, however, we have to get involved in all the strategy of the game. Nice visuals and quick action. Plenty of options.
WWF WRESTLEMANIA	OCEAN	512K	JAN 92	--	80	66	70	70	68	It went to the top of the charts, so lots of you already know that Ocean's take on the WWF craze gave the impression of being rather good. But how many of you think that now? The game itself is okay, but there's no flamboyance to it. Rather the point of WWF, no?
ZONE WARRIOR	ELECTRONIC ARTS	512K	OCT 91	--	79	93	93	91	92	It may not look great, but this jumpy-shooter is really something special. The on-board carry-case map makes life a bit more interesting. Still, some very iffy graphics don't exactly help this game win friends.

GOT A HAND-HELD?..THEN GO! AND GET THIS!



NEXT ISSUE

In recent months, it may have come to your notice that our Next Month pages are, well, not exactly bursting with actual hard facts. While it is obvious to anyone with a brain this is simply a case of us playing our cards close to our chest, the horrible thought occured to us that you may actually think that we don't know what's going in our next issue.

This, of course is a preposterous notion, and one which we're only too happy to dispel by printing, just as an experiment, a next month page with some actual information in it.

ELITE WORLD EXCLUSIVE PART 2
More screenshots! More quotes! More Secrets about the game everyone's talking about.

DIARY OF A GAME PART 2
Andrew Braybrook leads us through the more tricky aspects of turning his all-time 64 classic Uridium into a megagame for the Amiga

SWORD OF VALOUR
From the magical mind of Kevin Bulmer, the man who brought us Corporation and, er, Terminator 2, comes a 3D game so skillful that it's almost impossible to imagine.

THE GAMES CHALLENGE
The mighty GameLord Whitta does battle with the first of many worthy opponents in the first Challenge.

KILLZONE
And of course, there will be another thrill-packed edition of our tips supplement, including:

THE ADDAMS FAMILY - Rescue the family members.
FIRE & ICE - The solution continues!
MONKEY ISLAND - Defeating LeChuck!
EYE OF THE BEHOLDER 2 - The complete solution begins.
ISHAR - Tips, hints and maps.

PLUS: All the regular News, Previews, Letters, Interviews, WIPs, Tips, Reviews, Public Domain and Budget roundups that you would expect from the most well hung Amiga magazine in the country.

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